

THE OFFICIAL GUIDE FROM

NINTENDO  
POWER

GAME BOY ADVANCE



THE LEGEND OF  
**ZELDA**  
A LINK TO THE PAST®

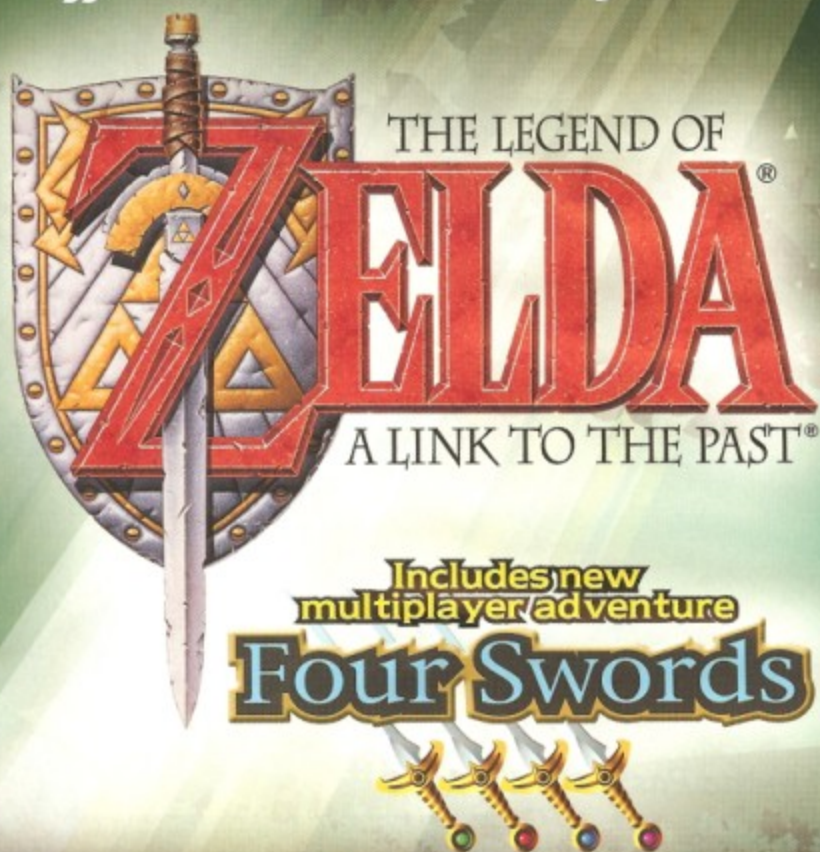
Includes new  
multiplayer adventure

**Four Swords**



THE OFFICIAL  
**Nintendo**  
PLAYER'S GUIDE

# The Official Nintendo Player's Guide



## Twice the Adventure, Double the Danger

Two epics in one Game Pak—A Link to the Past revives one of the greatest solo Zelda adventures alongside Four Swords, the first multiplayer Zelda quest ever created. Both are crammed with secrets, including some that are unlocked in one game when you complete tasks in the other! The Player's Guide you hold in your hands contains the answers to those mysteries and more . . .

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# Link's Quest in Action

With what meager belongings Link can gather, he sets out to discover who or what is responsible for the recent chaos in Hyrule. Link will find many useful items and new friends to aid him, but little does the Hyrulian hero realize what weighs on his success.

## Basic Controls

### Maps

Press L to bring up the over-world and dungeon maps. You can view different areas of the map with the Control Pad.



### Save Options

### Sword (see page 5)



### Change Items

Press the Select Button to open and exit your items screen. Highlight an item and press the A Button to equip or use it.



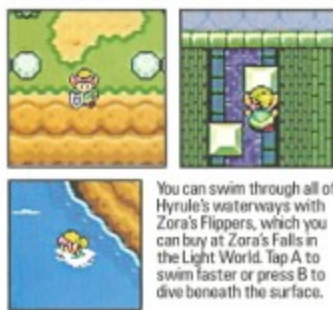
### Use an Item, Talk (see page 6)

Press the A Button to use items that you've equipped and to talk to the people you'll meet during your quest.



### Move, Jump, Push and Swim

Use the Control Pad to move Link, jump from ledges, push blocks and swim with Zora's Flippers. Face an object and press the Control Pad toward it to push it—sometimes it will move and reveal a secret.



You can swim through all of Hyrule's waterways with Zora's Flippers, which you can buy at Zora's Falls in the Light World. Tap A to swim faster or press B to dive beneath the surface.



### Pull, Lift, Throw & Dash

Press and hold R to perform various tasks. You'll need the Power Glove or Titan's Mitt to lift certain heavy rocks and the Pegasus Shoes to dash.



To pull an item, face it, hold R then press the Control Pad in the direction you want to pull.

Press the R Button each time you approach a treasure chest to reveal its contents.



Link can pick up and throw many items, such as jars, bombs and stones. Press R once to pick up an item, then press it again to throw.



After Link finds the Pegasus Shoes, he can use them to dash. Hold R to dash into trees, loose rocks and statues. You could find hidden items or secrets, so try it everywhere.

# Hyrulian Swordplay

As Link delves deeper into his quest, he will discover three sword upgrades—each with a more powerful attack than the last. When Link's life meter is full, a magical beam will shoot from his sword in any direction he swings. He can also use his sword to cut down foliage, search for hidden passages and parry enemy attacks.

## Dash Attack



Link can sprint at enemies and rush with the Dash Attack once he finds the Pegasus Shoes. The Dash Attack is a quick way to cut a swath through heavy foliage and sometimes uncover secrets.

## Beam Attack



The Master Sword's fine-steel blade is coursing with magic that Link's life enhances. When Link has full health, he can swing the Master Sword to perform a beam attack that can strike foes from afar.

## Whirling Blade Attack



When the enemies are closing in on all sides, Link can swing his sword full circle in a devastating whirling blade attack. Press and hold B until you see the Master Sword flash, then release B to swing.

## Flashing Stones

Mysterious flashing stones appear all over Hyrule. When Link slashes the stones with his sword, Rupees magically fly out. Strike flashing stones repeatedly to get more Rupees, but be careful—if you're too greedy, bombs will pop out and ruin the fun. Boom!



## Sword Slinging



Watch where you swing your sword! The simple wooden signs throughout Hyrule are no match for Link's strength. Each sign shows helpful tips or directions, so be careful.



Link is a left-handed hero—he swings his sword with his left hand, except when facing east. His shield will protect him from most oncoming attacks on his right side.



When you see a cracked wall, press and hold the B Button to stab at the spot. If the telltale echo of a secret pathway rings out, bomb near the crack to create a doorway.

# Link's Legendary Items

The fragile veil between the Light World and the Dark World is beginning to fade—evil creatures and madness run rampant in once-peaceful Hyrule. If Link—the chosen one—is to be successful in his quest, he'll need both the will of a born hero and the legendary equipment that the heroes of old used.



## A Hero's Essentials

### Sword



An essential part of any hero's arsenal, the sword is Link's first weapon, and he'll get it after he finds his uncle wounded in Hyrule Castle. All swords are used the same way. Press B to swing the blade at a foe, or hold B once you get the Master Sword to charge up and unleash a mighty whirling blade attack.

### Shield



Link obtains the shield from his uncle at the same time he receives the sword. He can reflect some enemy attacks with the shield or protect his body from an oncoming blade. Link must lower the shield to swing a sword, which leaves him temporarily vulnerable.

### Master Sword



The Master Sword is a legendary blade, rumored to wield the power to banish darkness. To obtain it, Link must collect the three pendants in the Light World then seek the Master Sword deep within the Lost Woods. The Master Sword is the only weapon powerful enough to penetrate the magic barrier Agahnim has placed on Hyrule Castle.

### Red Shield



The sturdy red shield is crafted from strong materials and offers Link better protection than his first shield—it can reflect some things that the basic shield cannot. Purchase it from a merchant in the Dark World for 500 Rupees or visit the Waterfall of Wishing.

### Tempered Sword



The Master Sword can be tempered with magic if Link brings it to the two dwarven blacksmiths near Kakariko Village in the Light World. Link must find the missing smith in the Dark World and return him to the Smithy in the Light World. Once the blacksmiths are reunited, they will create the Tempered Sword for Link.

### Mirror Shield



Able to reflect nearly any sort of projectile or magic, the Mirror Shield is a valuable piece of equipment. With its shimmering mirrored surface, the large tower shield protects Link from head to toe. The Mirror Shield makes sneaking past the Eye Beams in the last dungeons less treacherous. Find the Mirror Shield deep within Turtle Rock dungeon.

### Golden Sword



When Link bombs the cracked wall of the Pyramid in the Dark World with the Super Bomb, a Mysterious Pond will appear. Enter the pond and toss the Tempered Sword into the blue pool. When Venus, Queen of the Fairies appears, answer her truthfully. She'll reward you for your honesty with the most powerful sword in all the land—the Golden Sword.

### Green Jerkin



Fashioned in simple Hyrulian design, the Green Jerkin is Link's customary outerwear. The woven cloth protects him from the elements and offers a bit of extra padding against enemy attacks. Link begins his quest wearing the lightweight Green Jerkin.

## Boomerang



The boomerang is a simple weapon. Its range is short and its damage weak, but the boomerang is very useful. With a quick flick of his wrist, Link can stun enemies, retrieve nearby items and hit hard-to-reach switches. Press A to toss the boomerang. Early in his quest, Link can find the boomerang in Hyrule Castle.

## Magic Powder



Sprinkle Magic Powder on people or monsters you encounter—it might transform them. Try tossing a pinch of Magic Powder on enemies in dungeons, too—you could find a fairy. Give the witch at the Magic Shop in the Light World a mushroom for her mushroom brew. Return a little later to get the Magic Powder from the witch's apprentice.

## Red Boomerang



The red boomerang is similar to the first boomerang, but it has increased range and power. Its sharp edges cut through vegetation easily. Swim behind a large waterfall with the Zora's Flippers to discover a Pond of Happiness. Toss the boomerang in to the pond to receive the red boomerang in return.

## Fire Rod



The power of an everlasting flame has been trapped inside the Fire Rod, where an orb of swirling fire rests. The Fire Rod is an incredibly powerful weapon and tool, but it uses your magic. Some enemies, like Gibdos, are particularly vulnerable to fire. You can also quickly light torches with the Fire Rod. Link finds the Fire Rod in the haunting Skull Woods dungeon.

## Bomb



Bombs are a good choice for nearly any situation. Link can pick up bombs and throw them at enemies or out-of-reach switches. He can also ignite bombs near crumbling walls and loose rocks to reveal secret passages. Initially, Link can carry 10 bombs. As with the arrows, he can increase his carrying capacity by throwing enough Rupees into a Pond of Happiness.

## Ice Rod



Powered by the fury of a relentless blizzard, the mystical Ice Rod is mounted by a sparkling ice sphere. When Link blasts his enemies with the Ice Rod, they become temporarily encased in ice. Link can pick up frozen enemies and hurl them into other foes or shatter them into shards. The Ice Rod is hidden in a cave east of Lake Hylia.

## Super Bomb



The Super Bomb is a special experimental bomb that the Bomb Shop owner in the Dark World created. Near the resolution of his quest, Link can buy the bomb at the Bomb Shop in the Dark World (located where his house was in the Light World). Take the Super Bomb to the Pyramid and drop it in front of the cracked wall. Light the fuse, then run for cover!

## Bombos



With the Book of Mudora, Link can translate the long-forgotten Hylian language on the Bombos monolith high atop a cliff in the Desert of Mystery. Call upon Bombos to unleash pillars of fire and explosions in every direction.

## Hookshot



The Hookshot was created with versatility in mind. Its specialized tip can latch on to many materials, from skulls to treasure chests. With a quick extension of the chain and grapple, Link can cross chasms, hit switches, stun or defeat enemies and grab items. The Hookshot is in the Swamp Palace dungeon and is required to reach some areas.

## Ether



The Hylian ancients built two stone monoliths—One in the Golden Land (now the Dark World) and one in the Light World. The ancients chiseled instructions onto each, divulging how to tap into elements' wrath. Link can learn to call upon Ether, the mighty power of the wind, by reading the monolith inscription on Death Mountain, west of the Tower of Hera.

## Mushroom



The Hylian witch east of Hyrule Castle is renowned for her medicinal potions and magical concoctions. If you bring her a mushroom, she can mix up some mushroom brew, which she then turns into Magic Powder. Find a mushroom deep within the shadows of the Lost Woods and give it to the witch. Return to her shop later for the Magic Powder.

## Quake



Quake, the clamoring power of the earth, is the last ancient spell Link will learn. When Link casts Quake, he unleashes a devastating earthquake that damages all enemies nearby. Awake the fish in the Lake of Ill Omen from its slumber to receive Quake.

## Lamp



Link begins his quest with a little magical lamp. The lamp allows Link to light braziers in dark areas and uses less magic power than the Fire Rod. Lighten dark rooms to reveal traps, switches and enemies and sometimes to open doors. Link should grab the lamp in his house, but he can also find one in Hyrule Castle.

## Bottles



Hyrulians use bottles to store an array of items. Link can hold up to four bottles in his inventory to store medicines, fairies or bees for later use. To place a fairy or a bee in a bottle, Link must catch one with the Bug-Catching Net. Link can buy his first bottle from a merchant in Kakariko Village, but he must find the other three elsewhere.

## Magic Hammer



The Magic Hammer can smash stakes and enemies alike. Though the large hammer has limited range, it compensates in attack force. Some enemies, such as turtles, can be defeated only after you knock them on their backs with a pounding hammer strike. Some areas are accessible only once you have the Magic Hammer, so don't miss it in the Dark Palace dungeon.

## Magic Mirror



The Light World and the Dark World are mirror images—one absent of evil, the other thriving on it. The Magic Mirror acts as a gate between the two worlds—tied to both, but belonging to neither. When Link peers into the Magic Mirror, he is drawn into his own reflection in the parallel world. Search atop Death Mountain to find the Magic Mirror.

## Shovel



Link will find the flute-playing boy transformed into a beast in the Dark World's Haunted Grove. Speak to the enchanted boy and agree to help him. By pressing A, you can use the shovel he gives you to dig. Dig where the earth is soft to discover lost treasures.

## Magic Cape



The Magic Cape cloaks Link in a shroud of invisibility. Nothing but Link's shadow remains as he slips untouched by enemies and dangerous obstructions. Equip the Magic Cape and press A to activate its magic, but keep an eye on your magic meter. Find the Magic Cape beneath the easternmost tomb of the Graveyard in the Light World.

## Flute



The flute-playing boy stumbled into the Dark World and was transformed into a dryadlike creature. If you dig up his flute where he once played in the Light World and return it to him, he will let you keep it. Once you've freed the bird in Kakariko Village, call it with the flute for a lift.

## Cane of Somaria



The power to create magical blocks at will is a must for any aspiring hero. The Cane of Somaria enables Link to do just that and is an essential tool when braving dungeons that have invisible floors. Press A to summon a block, then throw, kick, push or ride it. Press A again to split the block into four magic missiles. Find the Cane of Somaria in Misery Mire dungeon.

## Bug-Catching Net



Hyrulian children are fond of catching insects and fairies to play with. In Kakariko Village, enter the house north of the Inn to find a boy who has fallen ill. Talk to him with a bottle in your inventory. He will give you the Bug-Catching Net to use while he's stuck indoors. Equip the net and press A to swing it. Catch fairies or bees to put in your bottles for later.

## Cane of Byrna



When Link raises the Cane of Byrna, a magical barrier circles around him. The protective barrier wards off anything or anyone that tries to harm him. Press the A Button to activate or deactivate the Cane of Byrna's powers. You'll need the Magic Hammer to enter the cave atop Death Mountain in the Dark World, where the Cane of Byrna lies.

## Book of Mudora



The Book of Mudora is the only text that can help translate the ancient tongue. After Link obtains the Pegasus Shoes, he can dash into the dusty bookshelf in the House of Books to make the Book of Mudora fall into his hands. With the Book of Mudora, face any Hylian text and press A to translate it.

## Medicines



Hyrulian witches brew three types of medicine. The red Medicine of Life replenishes health. The green Medicine of Magic refills magic power. The blue Medicine of Life and Magic combines the effects of the red and green medicines into one powerful potion. You can purchase medicines at several locations, but you must have a bottle to carry them.

# Way of the Hero

Link's strength, wit and courage will be pushed to new limits as he braves the challenges on his journey. Intricate puzzles, harsh elements, lethal traps and Ganon's hostile minions all try to hinder the hero's progress, yet he continues. Link will learn clever tricks and tactics as his quest unfolds between the Light and Dark Worlds.



## Parallel Shadows

Link must journey through two parallel yet opposite worlds. The Light World is flourishing—abundant with purity, hope and light. The Dark World is cold and cruel—a reflection of its master's wicked heart. Link must travel between the two worlds throughout his quest. He does so by using the Magic Mirror to step into the Light World from the Dark World, and by stepping on Dark World portals in the Light World to enter the Dark World. Many things shadow each other in both worlds.



Stand on a warp tile to enter the Dark World. You can return to the Light World by using the Magic Mirror. There are many secrets, like Pieces of Heart and even dungeons, that you'll find only by traveling between the two worlds.



## Field and Dungeon

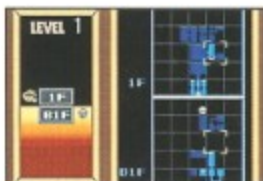
Through forest, meadow, lake and marsh, Link leaves no stone unturned as he gathers clues to continue his quest. When Link is unsure of where to go next, fortune-tellers can offer insight into the future. Gather information and explore both worlds' fields. Once you discover the next dungeon's location, go to it and enter. Bring a stock of medicines and fairies with you into every dungeon—you never know what perils await. Inside each dungeon, search the ancient walls for the dungeon item. Dungeon items are locked in large treasure chests and are an essential part of Link's quest. Defeat the dungeon boss, then explore the field again with your new item for the next clue.



## The Path to Dungeon Success

### CHECK THE MAP

All dungeons have a map hidden somewhere inside. Once you find the map, press L to view every floor of the dungeon while you're in it. With the compass, you can see the location of things like the boss and stairs. Light-blue rooms are those you've entered.



### LOOK FOR SWITCHES

Search every room for switches. They are often hidden beneath pots, skulls or statues. Some switches open doors, while others make a treasure chest or key appear. To trigger a switch, either step on it, push a statue onto it, or drop a block on it.



### PUSH BLOCKS

Link can push many of the blocks in dungeons to open new paths or reveal secrets. To push a block, press the Control Pad toward the block and press R. You may need to push blocks to trip a switch or to reach a stairway or a ladder.



### USE ITEMS WISELY

When you find a dungeon item, such as the Magic Hammer or the Hookshot, you typically need to use it in that dungeon. If a situation seems impossible, try every item. The key to solving many dungeon puzzles is to use the right item at the right time.



### BOMB WALLS & FLOORS

Some areas of the floors and walls in dungeons are old and crumbling. The deteriorating spots are usually tell-tale signs of a hidden passage to a new area of the dungeon. When you see a cracked spot on a wall or in the floor, light a bomb nearby.



### DEFEAT ALL ENEMIES

The dungeon dwellers themselves hold some of the more elusive dungeon secrets. When you enter a room, defeat every enemy. By doing so, you'll often make an essential key appear or open a door that you could not budge otherwise.



## Friendly Fairy Folk

Link can catch friendly fairies with the Bug-Catching Net. Place a captured fairy in an empty bottle to use it later. Link can release the bottled fairy when he needs his life meter refilled. A fairy will also automatically heal Link when he faints in battle. In dungeons, use Magic Powder on red Anti-Fairies to transform them into fairies.



## The Art of Exploration

With each new skill Link learns, new secrets that will help him on his quest open. Bomb, dash, pull and lift anything that looks suspicious. Dash at or pull on trees, statues and rocks to reveal new things. Bomb any cracked walls or floors, and lift rocks to look beneath them. Search everywhere—the Light and Dark Worlds are full of lost secrets.



After Link obtains the Flute and frees the bird from the center of Kakariko Village, he can play the flute to summon the bird. Fly to useful spots in the Light World with the bird's help.

With his purchase of Zora's Flippers, Link gains access to the intricate waterway warp system. Swim over a Zora warp to be transported instantly to another watery spot.



# Understand the Guide

## REQUIRED QUEST STEPS

Tips that do not correspond with a specific spot on the map appear at the beginning of each section. You usually have to complete the required steps when you first enter a new area.

## MAP COORDINATES

Each map can be broken down into a grid system. Letters run along the side and are called out first, and numbers run along the top and are called out second. For example, DB is the uppermost, far-right box on this map.



## Field Map Key

### 3 FIELD TIP NUMBER

The yellow field tip numbers represent points of interest. You will need to return to the area to accomplish certain tasks once you've acquired new items and abilities.

### WARP FROM LIGHT WORLD

E4, pg. 16

When you step on a warp tile in the Light World, you'll appear in the corresponding spot in the Dark World.

### WARP TILE

By stepping on warp tiles in the Light World, Link can warp to the Dark World. The tiles provide only a one-way trip, though.

## Dungeon Map Key



### MAP

Dungeon maps are kept in small treasure chests. Once you find a dungeon map, press L to view the dungeon layout.



### COMPASS

The compass is hidden in a small chest in every dungeon. It shows the location of the boss and stairs on the dungeon map.



### KEY

Keys are required to open locked doors. Find them in small chests or pots or in areas where you've defeated foes.



### BIG KEY

The Big Key is required to open the door to the dungeon boss's lair and the dungeon's large treasure chest.



### CONNECTED PATHS

Look for corresponding letters to see where paths connect. If a path leads to a different area, the area name is shown.



### DUNGEON TIP NUMBER

Dungeon tips are called out in the order in which you should complete the tasks. Follow the steps to conquer the dungeon.

# Light World Map

Link discovers that there is much to explore in the Light World. His quest takes him to every corner of the area to meet new people and see wondrous things.

## Link's Light World Journey

### CHECK

- ☐ 1 Get the Lamp in **Link's House**
- ☐ 2 Get the Sword, Shield and Boomerang in **Hyrule Castle**
- ☐ 3 Escape with Princess Zelda to the **Sanctuary**
- ☐ 4 Get the Bottles, Bug-Catching Net and Bombs in **Kakariko Village**
- ☐ 5 Get a Mushroom in the **Lost Woods**
- ☐ 6 Get the Magic Powder at the **Magic Shop**
- ☐ 7 Get the Bow in the **East Palace** (Pendant of Courage)
- ☐ 8 Get the Pegasus Shoes in **Sahasrahla's Hideout**
- ☐ 9 Get the Ice Rod in **Lake Hylia**
- ☐ 10 Get the Book of Mudora in the **House of Books**
- ☐ 11 Get the Power Glove in the **Desert Palace** (Pendant of Power)
- ☐ 12 Buy Zora's Flippers in **Zora's Waterfall**
- ☐ 13 Get the Magic Mirror in a **Death Mountain Cave**
- ☐ 14 Go to the Dark World from **Spectacle Rock**
- ☐ 15 Get the Moon Pearl in the **Tower of Hera** (Pendant of Wisdom)
- ☐ 16 Get the Master Sword in the **Lost Woods**
- ☐ 17 Go to the Dark Pyramid from the **Castle Tower**

## Dark World Warp Points

○ Dark World Warps A5, A8, B7, C1, E5, F8, G4, G7, H1

## Points of Interest

The Lumberjacks' House **A3**  
 Fortune-Teller **C2, G6**  
 15-Second Game **F1**  
 Treasure Chest Game **F2**  
 Smithy **E3**  
 Swamp Ruins **H4**  
 Pond of Happiness **G7**

## Warps & Extras

Zora's Warp Map (page 33)  
 Bird's Warp Map (page 75)  
 Pieces of Heart (page 94)  
 Trees & Fairies (page 100)  
 Inventory Chart (page 104)





## Hyrule Castle

Home to Hyrulian royalty for centuries, Hyrule Castle is where the beloved Princess Zelda normally resides. The royal guards, who once loyally guarded the castle, have been acting strangely since Zelda and the king disappeared recently.



### Travel to Hyrule Castle

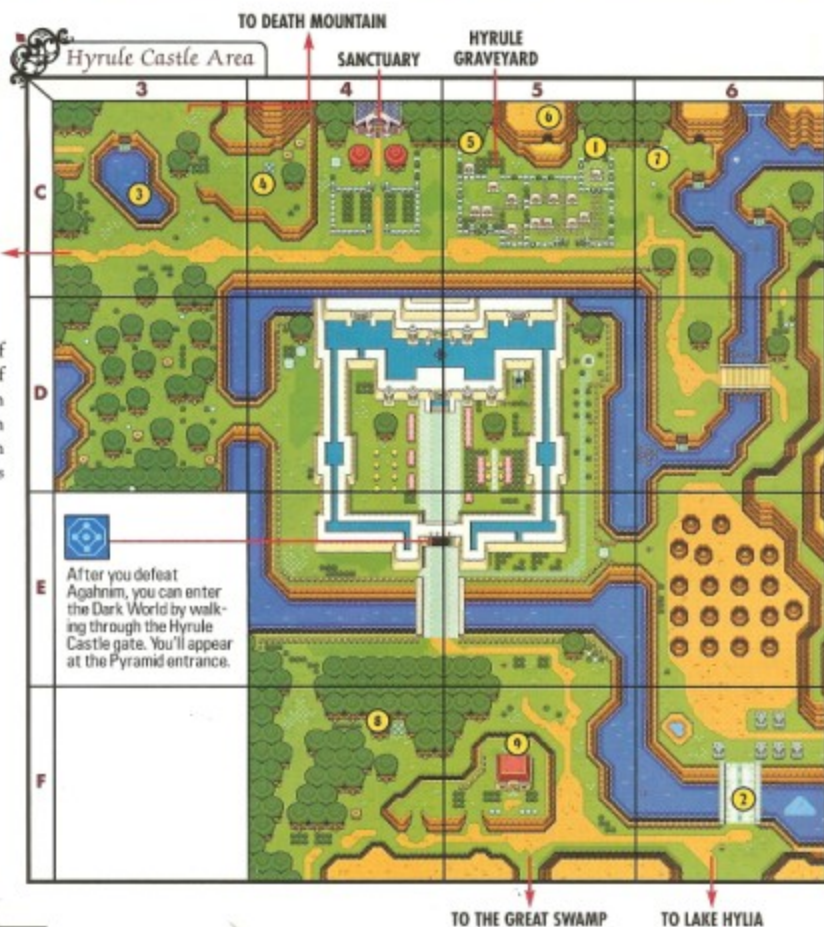
After Link's uncle leaves the house to search for Zelda, grab the lamp from the small chest and go outside. Travel north through the raging storm to reach Hyrule Castle. Skirt around the right side of the castle wall until you see a single bush at the end of the path. Lift the bush to reveal the entrance to the Secret Path. Jump down the hole to enter.



TO KAKARIKO VILLAGE

### Three Lamp Appearances

You can pick up the lamp in one of three locations at the beginning of your quest: in a small chest either in Link's house, on the Secret Path or in Hyrule Castle. If you grab the lamp in Link's House, the other two chests will yield Rupees.



### 1 Tomb Raiding for the Magic Cape

Once Link has found the Titan's Mitt and the Pegasus Shoes, he can reach the Magic Cape. Travel to the Graveyard in the Light World and remove the dark green stones from in front of the upper-right grave. Dash at the tombstone to reveal a hidden stairway. Walk down the stairs and open the chest to find the Magic Cape.



### 2 Swim for a Bottle

After Link has purchased Zora's Flippers, dive into Lake Hylia near the Fortune-Teller's Shop. Swim up and left, then pass under the bridge. Speak to the sleeping man there to get a bottle.



### 3 Great Swamp Whirlpool Warp

With Zora's Flippers, swim into the small pond west of the Sanctuary to find one of Zora's Whirlpool Warps. Swim into the warp to be transported into the Great Swamp—it's the fastest way to travel.



### 4 Dash 'n' Smash Heart

West of the Sanctuary, look for a stack of rocks. Dash at the five small rocks to break them and reveal a stairway leading down. Enter the room below and open the small treasure chest for a Piece of Heart.



### 5 Secret Tombstone Path

The upper-left tomb lies atop a plentiful treasury. With the Power Glove, push the tombstone up. You'll fall down a hole and appear in the secret passage between Hyrule Castle and the Sanctuary. Bomb the cracked area along the left wall to open a secret area with treasure chests and pots that hold Rupees, hearts and other items.



### 6 Take Heart—In Darkness and Light

In the Dark World, stand where the ledge before the cave entrance in the Light World would be. When you use the Magic Mirror to return to the Light World, you'll be standing in front of the cave. Enter the cave and use a bomb on the cracked wall to find a Piece of Heart.

### 7 The Great Fairy Below

East of the Graveyard, look for a single bush by the water. Cut down the shrub to reveal a hole. Leap into the hole to discover a Great Fairy Fountain. Return to the field through the cave's right side.



### 8 Sylvan Fairy Fountain

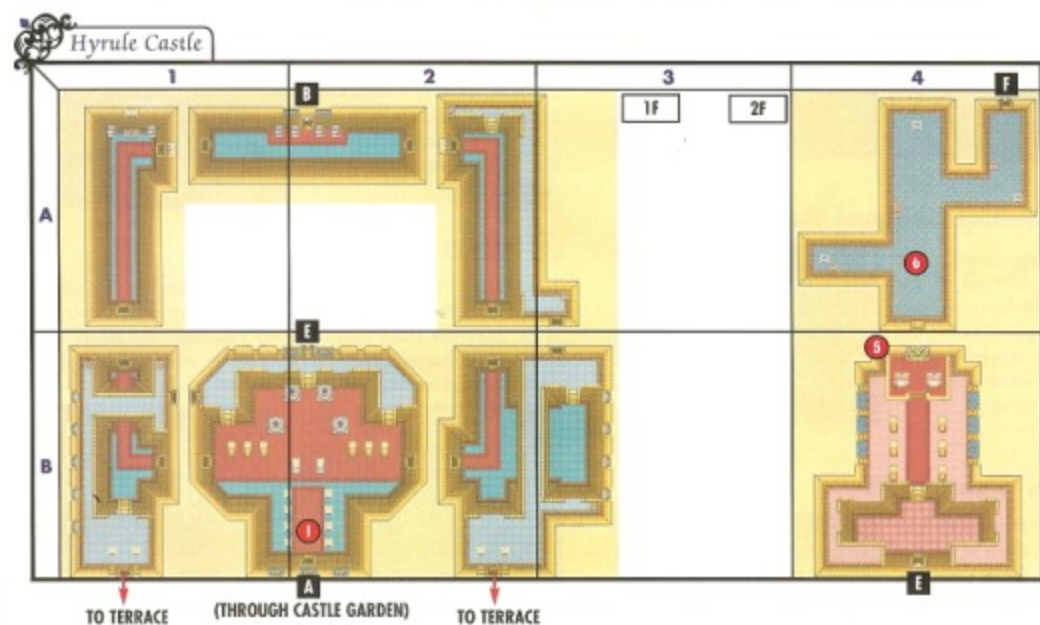
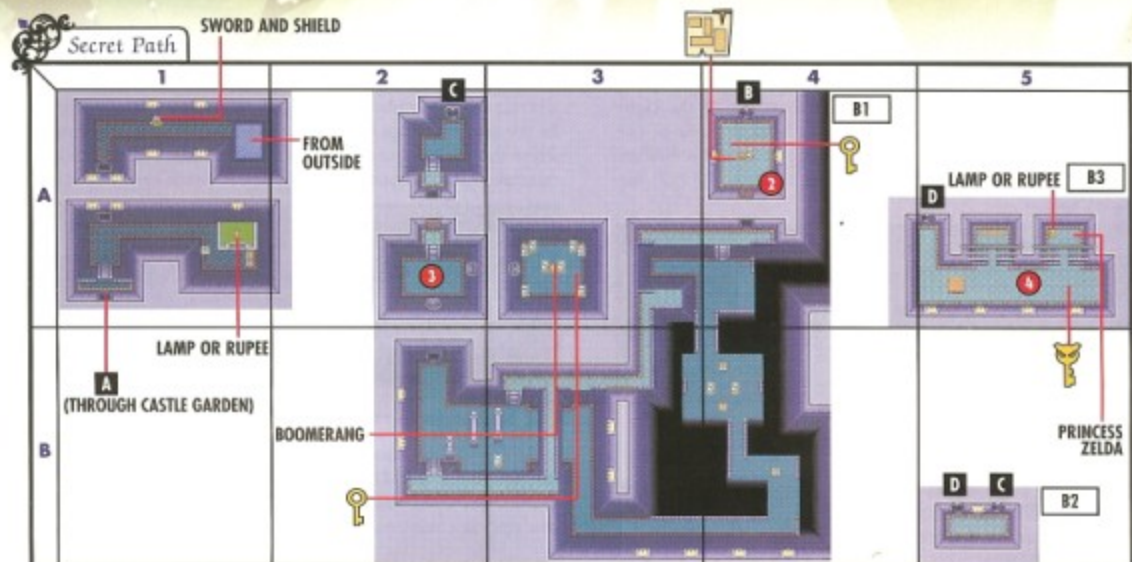
Northwest of Link's House, there is a suspicious-looking pile of loose rocks. Dash and break through the rocks to reveal a stairway. Walk down the stairs into the Fairy Fountain. The fairies that reside in the fountain can refill Link's health, or he can catch them with the Bug-Catching Net and place them in a bottle.



### 9 Home Is Where the Hearts Are

Whenever Link needs some rest and relaxation, he can visit the comforts of home. The three clay pots there contain a never-ending stockpile of life-replenishing hearts. Leave the house and reenter to get more hearts.





## 1 Breach the Castle Walls

Hyrule Castle's inner courtyard is sealed and heavily guarded by knights under Agahnim's control. Link can't pass through the main gate, so he'll need to sneak through the Secret Path to enter the castle garden. Fend off any guards that attack you, then enter the castle's front door.



## 2 Knight's Key

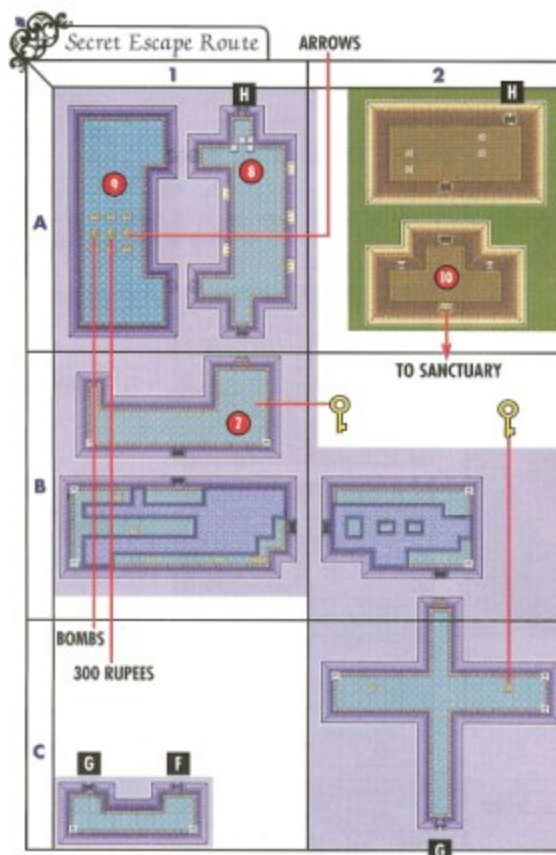
A formidable Ammos Knight guards the castle map, but he also has a key. Defeat the knight for a key to open the locked door.

## 3 Triggered Doors

Some doors slam shut behind Link when he enters a room. Defeat every enemy in the room to make the doors open again.

## 4 Princess Prisoner

The Ball and Chain Trooper guarding the Hyrule Castle prison holds the Big Key to Princess Zelda's cell. Pick up two pots and smash them over the trooper's head to defeat him, then free Zelda.



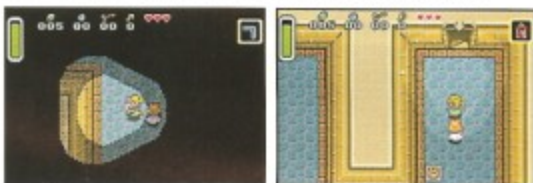
## 5 Royal Cooperation

Princess Zelda knows of an escape route in Hyrule Castle. Head to the throne room with her and stand to the left of the ornamental shelf. Work together to push the display right to reveal a secret passage.



## 6 Lamplight Escape

Link and Princess Zelda enter complete darkness when they walk down the stairs behind the throne room. Seek out braziers in the darkness and light them with the lamp. The fire will last only a brief while, so forge your path quickly while you can still see.



## 7 Keese with a Key

The sewers are crawling with Keese, rats and other foul vermin. The little pests sometimes swallow valuable keys. It's easy to run past enemies, but you'll need to defeat them all to find keys. You need two keys to get past the locked doors in the sewers.

## 8 Push Forward

A set of four blocks stand between you and the exit to the sewers. Push the center block up once then squeeze by on the left. If you ever push blocks the wrong way, exit the room to reset them.



## 9 Forgotten Treasury

A collection of treasure chests and pots are sealed away behind two crumbled doorways. Return later with a few bombs to reopen the treasury. Check out tip #5 on page 17 for more details.

## 10 Right Is Right

The secret entrance into the Sanctuary is trapped to discourage intruders. Two switches are built into the wall—one opens the door, and the other triggers a trap. Pull the right switch to enter the Sanctuary safely.





## Kakariko Village

Kakariko Village is Hyrule's central community. It has a bustling marketplace at its heart, and humble cottages dapple the outskirts. Link can stock up on an array of supplies for his quest and chat with familiar faces for clues.



### Journey to Kakariko Village

After you escort Zelda safely to the sage in the Sanctuary, talk to him about the village elder, Sahasrahla. The sage will mark a spot on your map where he believes the village elder lives in Kakariko Village. Travel southwest from the Sanctuary to reach the village.

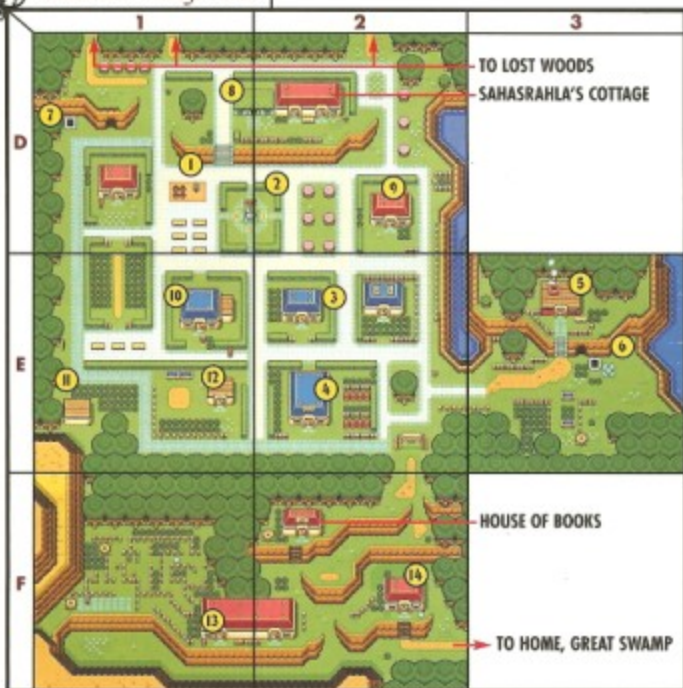


### Sahasrahla's Cottage

The cottage the sage marked on Link's map is in fact Sahasrahla's, but when Link enters the simple structure, the village elder is not there. Speak to the elderly woman inside for clues about your quest and Sahasrahla's whereabouts.



### Kakariko Village Area



### Link, the Wanted Man!

Signs posted around Kakariko Village name Link as Princess Zelda's abductor. Most Hyrulian citizens still trust Link, but be wary as you talk to the villagers in Kakariko.



Knights are on the lookout for Link and are ordered to arrest him on sight. If one sees you, get ready to fight or run.



Any business is good business. The bottle salesman will sell to Link, regardless of his criminal status.



In your search for Sahasrahla, the village elder, speak to his grandson. The boy will mark a location on your map.

## 1 Bottle Salesman

Bottles are an essential all-purpose part of any adventurer's gear. Buy your first bottle from the bottle merchant in the center of Kakariko Village for 100 Rupees—he has only one bottle.

## 2 Feathery Weathervane

Return to the weathervane in the center of Kakariko Village after you find the flute. When Link plays the flute near the weathervane, a bird will break free from the structure. See page 11 for more details.



## 3 Bug-Catching Kid's House

A little boy who loves spending his days hunting bugs has fallen ill. If you visit the bug-catching kid at his house after you've gotten a magic bottle, he'll let you borrow his Bug-Catching Net.

## 4 Bottle Storage

Walk to the building straight down from the bug-catching kid's house and enter it by the back door. Remove the pots that surround the small treasure chest, then open it to find your second bottle.



## 5 Smithy

The dwarven swordsmith brothers are known throughout the kingdom for their craftsmanship. They can't work alone though, and one of them is missing. Travel to the Dark World with the Titan's Mitt and free the trapped frog. Return the dwarf-turned-amphibian to the Light World for a happy reunion.

## 6 Half-Price Magic

Hammer the post above the well near the Smithy, then leap from the ledge to enter the well. Walk up to the green altar and sprinkle Magic Powder over the bowl. A strange little beast will appear and claim to curse Link by reducing his magic power by half. The monster is actually kind, though—Link's magic power will be doubled instead.



## 7 Well-Diving

Link finds many strange and useful things in the wells around Hyrule. Jump into the well in the northwestern corner of Kakariko Village to find a jackpot of bombs, Rupees and hearts.

## 8 Thieves' Hideout

The local thieves usually carry the spoils of their pillaging to the Thieves' Hideout in Kakariko Village, but recently the hideout has been deserted. Open the small chests to find a wealth of Rupees, and bomb the cracked wall in the basement to find a Piece of Heart.



## 9 Pull the Picture of Mario

Most Hyrulians store their Rupees in treasure chests, but they've also been known to stash a few behind their favorite painting. Pull the picture of Mario to make four Blue Rupees pop out.

## 10 House Remodeling—Link Style

The elderly woman sweeping the walkway in front of her house seems to have forgotten about her storage room. Bomb the cracked wall inside her house and open the small chest for 20 Rupees.

## 11 Mysterious Hut

Face the front of the strange abandoned hut and bomb the wall to create a door. Get rid of the rats that have made the hut their home, and check each pot for Rupees and bombs.

## 12 Hero Essentials Shop

There's an item shop in a little shack near the lower portion of town. Link can stock up on Medicine of Life for 150 Rupees, replenish a heart for 10 Rupees and buy 10 bombs for 50 Rupees.

## 13 15-Second Game

Go through the Quarrel Brothers' House to find the 15-Second Game. If you can reach the end of the obstacle course in 15 seconds or less, you'll win a Piece of Heart. Leap over the posts to shave off a few seconds.



## 14 Treasure Chest Game

The Treasure Chest Game is a game of chance in which your Rupees are at stake. Pay the shop owner 20 Rupees and open any one of the three available chests. Test your luck—you could win big or lose it all.





## East Palace

In the dirt-dry eastern region, you'll find the Kakariko Village elder in hiding. He'll explain that your quest to gain the Master Sword will require you to find three pendants—the first of which is in the nearby East Palace.



### Seek Out Sahasrahla

When you first speak to the elder, he'll point out the Pendant of Courage's location—inside the East Palace. After you have the pendant, speak with Sahasrahla to receive the Pegasus Shoes. For extra booty, bomb the wall behind him to reach three chests.



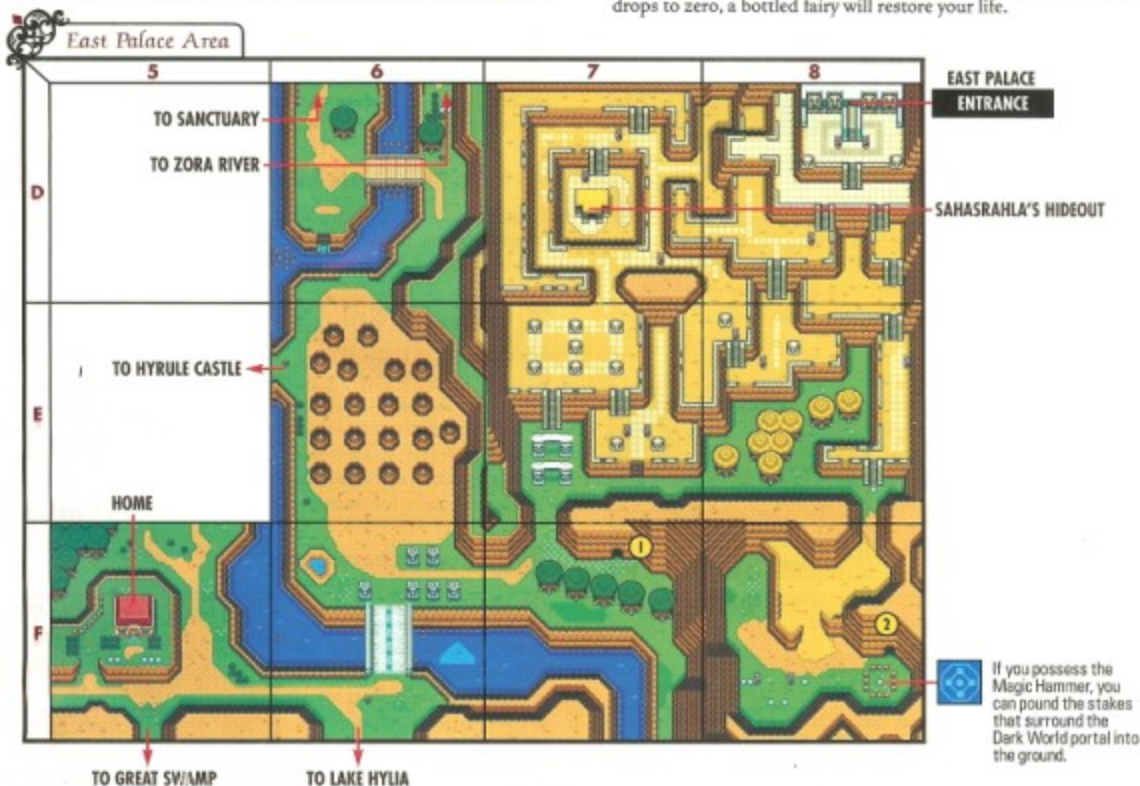
### 1 Let the Great Fairy Heal Your Wounds

Your Life Gauge's capacity won't be very high when you first enter the East Palace. Before you plunge into the palace, visit the Great Fairy who lives in the nearby cave. She'll charge up your health.



### 2 Fairy Fountain

If you have bottles and the Bug-Catching Net, catch a few fairies in the fountain before you probe the East Palace. If your Life Gauge drops to zero, a bottled fairy will restore your life.



## 1 Pick up the Pottery

Three doors just inside the main entrance lead deeper into the East Palace. The left and right doors both lead to dead ends. The middle door is the correct path. To open it, lift the pot to reveal the door switch.



## 2 Step on the Floor Indentation

When you step onto the bridge that spans the chasm, doors at both ends will slam shut. Avoid the wriggling creatures as you step on the floor indentation—the doors will reopen.

## 3 Cascade of Rolling Spheres

As you move north up the corridor, rolling balls will besiege you. Most of them are small and easy to sidestep. But a large sphere will occasionally roll down the hall. Step into the alcove to avoid it.



## 4 Hidden Switches

To exit east or west while on the platform, pick up the pots in either corner to discover a switch that opens both doors. When you first enter, go east to head toward where the map is stashed.

## 5 Head for the Map

The invaluable map is inside a chest on an upper platform in section D6 of the palace map on page 23. It's unguarded, but your path there isn't a breeze. To open the door leading to the room, move the pot in the center of the room to reveal the switch.



## 6 Pick the Bones Clean

You must clear the skeletons from the bone room to open the doors. A skeleton will leap out of reach when you swing at it. To make a damaging connection, first back the skeleton into a corner with a series of swings.



## 7 Get Your Bearings . . . and More

After you grab the compass in section C4, head down the east hallway. Use the gray tile to forge a telepathic link with Sahasrahla and receive a valuable tip. In the great chamber to the east of the hallway, leap into the massive urns to fall into a secret fairy room.



After you pick up the hidden fairies, step on one of the yellow tiles to teleport back to gray tiles beside a pair of urns.



## 8 Running in Circles

When you step into a room that's shaped like a rectangular track, the door will lock behind you. To open the northern and eastern doors, run clockwise to reach the floor indentation that acts as the door trigger.



## 9 Crack the Correct Pot

You'll need a key to open the western door in the previous room. Lift the pot on the right side of the room to find it. Grab the key, unlock the door in section E5 and head to the west side of the palace.



## 10 Chase the Big Key out of Hiding

Ignore the spinning creatures that cluster around a central pot. Clear all other monsters—the spinners will drift away from the pot. Trip the switch under the pot to reveal a chest that contains the Big Key. Then exit through the north door and push a block out of the way to continue.



## 11 Big Key, Big Weapon!

Once you have the Big Key, you can unlock the door in the grand chamber that occupies sections C3, C4, D3 and D4. Before you unlock it, use the key to open the huge treasure chest in the center of the chamber. It contains the Bow. As soon as you claim the weapon, skeletons and skulls will descend upon you. With the Bow, you can eliminate the one-eyed creatures from a safe distance.



## 12 Pry the Key from the One-Eyed Hulks

In the next room, a handful of wriggling creatures and two Eye Guards are out for your hide—eliminate the latter to get a key from one of them. The key opens the western door in the room.



Before you head through the western door, pass through the eastern one to enter a room packed with Blue Rupees. The spinning creatures run rampant in the tiny space, so stay on your toes while scavenging Rupees.

## 13 Unlock the Way Forward

In the first room on the second palace level, you must find the door switch that leads deeper inside. Lift the lower-left pot to discover the elusive switch. Trip it to open the eastern door.



## 14 Three Eyes, One Door Switch

To unlock the door in the room in section J3, you must trip another floor-indentation switch. There are four—the upper three do nothing. If one of the three one-eyed monsters approaches you, use the Bow to eliminate it.



## 15 Caught in the Crossfire

Rolling spheres speed across the room from all directions. There are four floor indentations—trip the one in the upper-right corner of the room to open the locked door.



## 16 Breaking into the Boss Room

To open the locked doors, destroy the Eye Guards in the two rooms that lead to the final room. Look under all of the pots to grab as many arrows as you can—you'll need all you can find to beat the final East Palace menace.



## Armos Knights

Six Armos Knights guard the Pendant of Courage. Destroy five knights with shots from your Bow. Once you've whittled the Armor Knights down to one, the remaining foe will turn red and attempt to stomp you out of existence. Defeat it to receive a Heart Container and the pendant. Take the pendant to Sahasrahla at his hiding place.



Eliminating five of the Armor Knights is relatively easy, if you have enough arrows and can stay out of their way. The final one's much harder—it hovers in the air, homes in on your position then drops to the floor. Leap out of the way, then strike it.





## Great Swamp & Lake Hylia

Sahasrahla will give you the Pegasus Shoes after you show him the Pendant of Courage. The new footwear will help you collect a few essential items before you head to the next palace.



### Dash Back to Kakariko Village

The Pegasus Shoes let you dash short distances when you hold down the R Button. Dash back to the village and use the shoes to outrun the man who sprints away from you—he'll offer a useful dashing tip. Then enter the library south of Kakariko Village and dash into the shelf to knock the Book of Mudora from its perch.



### Run through the Great Swamp

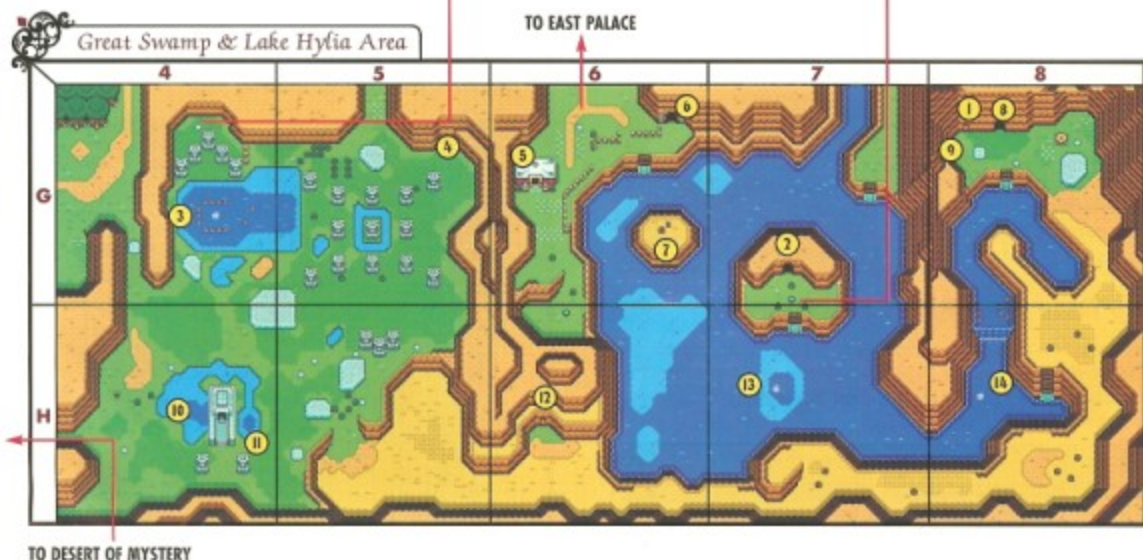
With your speedy Pegasus Shoes, you can execute dash attacks against foes in your path. You can also dash and crash into huge objects like trees and monoliths to shake loose objects—such as fairies—hidden inside them. Use both dashing strategies while exploring the Great Swamp.



Use the Magic Hammer to remove the posts, then use the Power Glove to lift the rock that covers the Dark World portal.



A dark rock covers the Dark World portal on the island. You'll need the Titan's Mitt to move it.



TO DESERT OF MYSTERY

**1 Get a Grip on the Ice Rod**

The Ice Rod plays a key role when you're facing particular dungeon bosses in the Dark World. Find the Ice Rod on the north-east side of Lake Hylia, inside a blocked cave. Bomb the outside rocks to break into the cave, then collect the Ice Rod from the treasure chest inside.

**2 Spend at the Pond of Happiness**

Make Rupee donations at the Pond of Happiness. When you contribute enough, you'll have the choice to increase your bomb or arrow capacity. You can continue donating Rupees until you've increased both capacities to their max—50 bombs and 70 arrows. You can also bomb the east wall to find a fairy cave.

**3 Whirlpool Warp to the Graveyard**

After you've received permission from Zora to use the Whirlpool Warps and Zora's Flippers, you can swim into the whirlpool to transport instantly to the river near the graveyard.

**4 Buried Great Fairy**

Detonate a bomb in front of the blocked cave to open a path inside, where the Great Fairy will heal your wounds.

**5 Fortunes for Lost Heroes**

If you lose your way on your quest, enter the Fortune-Teller's Shop and ask the seer for a reading. The fortune-teller will feel out your future and explain which way you should head next—then ask you to cough up the cash for your fortune.

**6 Stocking Up at Lake Hylia**

On Lake Hylia's north shore lies a cave store that sells a variety of handy dungeon-crawler items. You can purchase a Red Potion for 150 Rupees, a heart for 10 Rupees and a pack of 10 bombs for 50 Rupees.

**7 Roundabout Trip onto the Raised Isle**

To claim the Piece of Heart on the isle, use the Dark World portal in the Great Swamp. Swim to the same spot in the Dark World lake, then use the Magic Mirror to return to the Light World.

**8 Capture the Golden Bee**

Inside the fairy cavern, dash into the statue to release a Golden Bee. Stuff it into a bottle, then release it in battle—it will attack foes.

**9 Advice from beneath the Earth**

Once you have the Power Glove, you can pull up the light stone that covers a stairway that leads to an underground chamber. Inside, you can pick up a few Rupees—and advice about getting even more.

**10 Ruin the Pond**

There's a Piece of Heart in the pond outside of the ruins. Inside the ruins, pull the right trigger to drain the lake, then claim your prize.

**11 Fishing for Rupees**

After you drain the pond, you'll see fish flopping around the shallows. The man who sold you a bottle in the village will buy the fish. Be careful—it's harder to defend yourself while you're holding the fish.

**12 Cavernous Treasure Trove**

Bomb the blocked cave to gain entry, then defeat the Mini Moldorms inside to open the door—you'll need arrows to destroy the ones across the gap. Three chests and 300 Rupees lie beyond the door.

**13 Whirlpool Warp to Zora River**

With Zora's Flippers and Zora's permission, you can enter the whirlpool to be transported to the mouth of Zora River.

**14 Whirlpool Warp to the Lost Woods**

The Whirlpool Warp on the east side of Lake Hylia transports you instantly to a pool just outside of the Lost Woods.



## Desert of Mystery

The vast desert holds more mysteries than just those inside the Desert Palace. Long after you collect the pendant inside the fortress, you'll return to uncover more secrets—once you master travel between the Light and Dark Worlds.



### Decipher Your Way into the Desert Palace

When you first approach the entrance to the Desert Palace, a massive monolith blocks your way. If you have the Book of Mudora, use it to translate the message on the central slate—the path inside will then open.

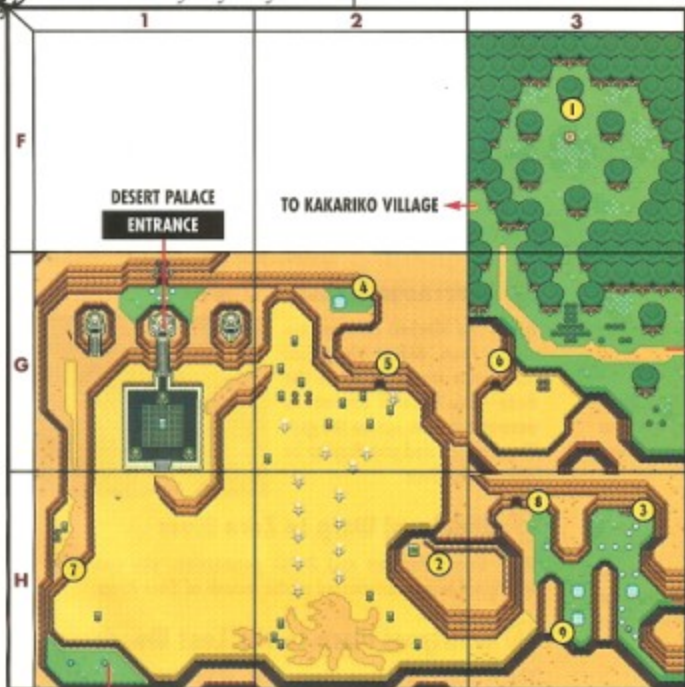


### 1 More Mystery in the Nearby Grove

Before you enter the Desert of Mystery, witness the strange spectacle in the Haunted Grove between the village and the desert. Inside the grove, a boy on a stump entertains animals. As you approach, the boy will vanish—and he'll remain a mystery until you reach the same area in the Dark World (see page 50).



The Desert of Mystery Area



If you've freed the bird from the village weathervane, you can use the flute to summon the bird. It will fly you to the desert's southwestern corner. With the Titan's Mitt, you can lift the dark stone that blocks the Dark World portal.

## 2 Quest for the Bombos Medallion

In the Light World, you'll see a slate on a hill. If you have the Book of Mudora, you can decipher its writing and acquire the Bombos spell—which unleashes fiery doom on all around you. To reach the slate, use the Dark World portal in the Great Swamp, head west to the area pictured in the left picture below, then use the Magic Mirror to return to the Light World. Go west to find the slate.



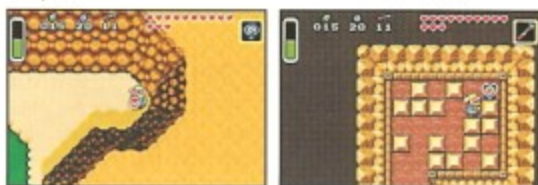
## 3 He's Nobody . . . for Now

A man who's lounging just outside of the desert won't speak to you. Anyone who's lingering around such dangerous parts can't be an absolute nobody—even if the sign beside him says he is. Until you visit the village in the Dark World, accept his anonymous status. Once you have a special treasure chest from the village (see page 63), bring it to the man for a special surprise.



## 4 Warp for a Piece of Heart

A cave on a bluff in the Light World is unreachable unless you use the Dark World portal in the desert's southwest corner. After you cross over, stand in the part of Misery Mire shown below, then use the Magic Mirror to reach the cave and its Piece of Heart.



## 5 An Old Man Has Heart

Enter the desert cave to meet an old man and learn what he thinks about your potential as a hero. Don't leave until you've bombed the south wall—you'll expose a small cavern that contains a Piece of Heart.



## 6 World-Hopping for Heart

One of the bluffs that overlooks the Haunted Grove boasts an out-of-reach cave. To bring it within reach, use the Dark World portal in the Great Swamp (see page 26). Enter the portal, then step into the flower ring in the Dark World—it's near the same spot as the cave is in the Light World. Use the Magic Mirror to return to the Light World, then enter the cave and claim its Piece of Heart.



## 7 Take Heart during a Palace Hiatus

Near the end of your Desert Palace exploration, you'll emerge from the fortress and end up on the western desert cliff. Head south to claim the Piece of Heart before you continue your palace purge.



## 8 Before You Enter the Palace

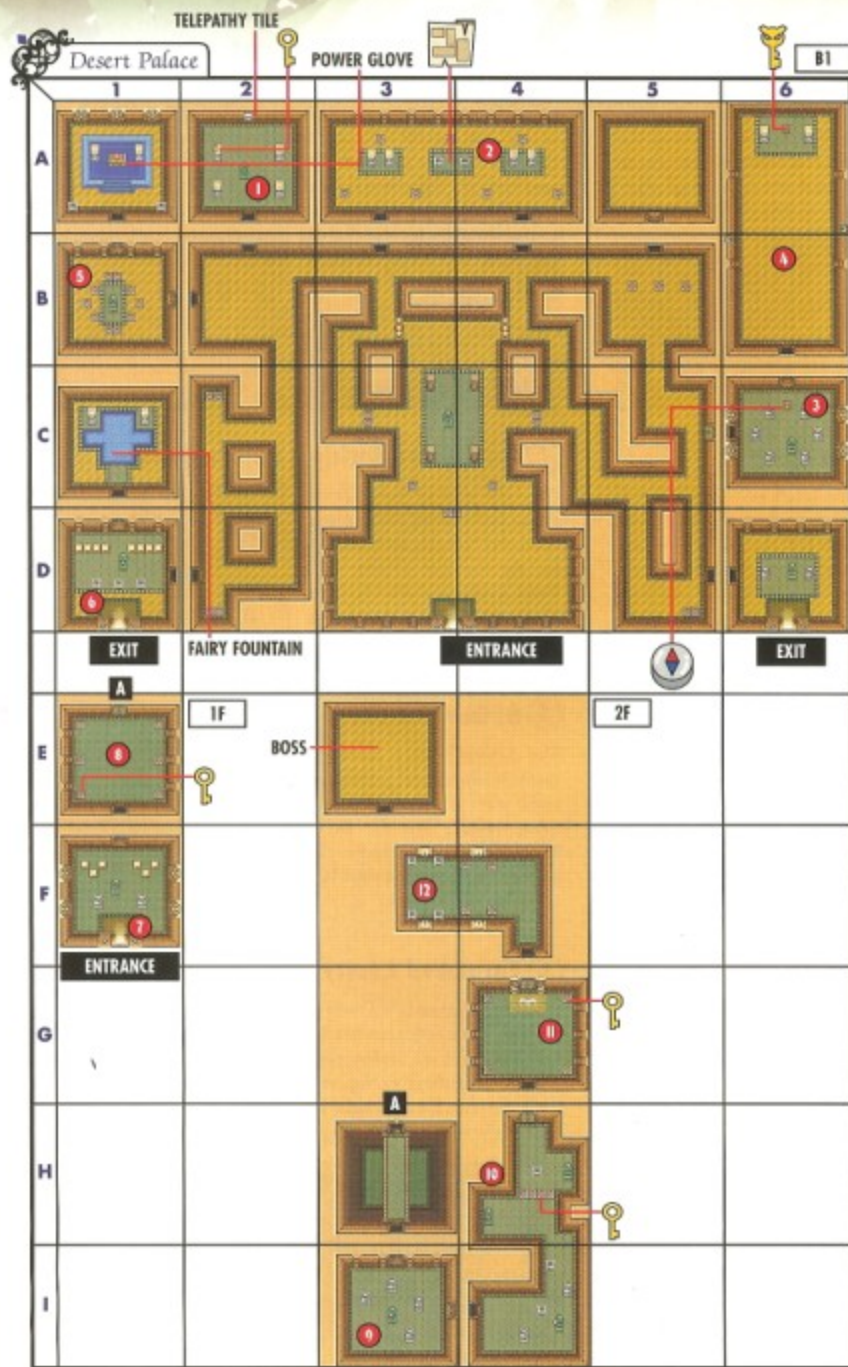
The Desert Palace contains many creatures and pitfalls, so you'll want to enter with maximum health. Visit the Great Fairy before you plunder the palace—she'll restore your Life Gauge to full strength.



## 9 Entombed Advice

After you've earned the Power Glove in the Desert Palace, heave the massive stone over your head and hurl it away to discover a stairway leading to an underground chamber. Inside, speak with the man to learn about an important object you should own—that is, if you haven't already made the side trip to the eastern shore of Lake Hylia to claim it (see page 27).





## 1 Grab the Key

Before you head to the east side of the palace, pick up the first key that you'll need. It's on top of a high pedestal. Knock the key off the pedestal by dashing headlong into it.

## 2 Nab the Map

To find the palace map, step on a switch underneath a pot in the center of the room. A chest that contains the map will appear.



## 3 Acquire the Compass

Three wriggling monsters creep around the room where a Laser Turret stands sentinel. Destroy all three wrigglers to open the north door. Open the chest to obtain the compass.



## 4 Run for the Big Key

At the far end of the long hall stands a treasure chest that contains the Big Key. Cross the hall carefully—guns ride up and down the hall on rails, shooting spheres across the hall.



## 5 Five-Finger Discount for the Power Glove

To pilfer the Power Glove, head for the room in section A1 of the map on page 30 when you have the Big Key. To enter the room, unlock its door by stepping on the door switch hidden beneath a nearby pot.



## 6 Secret Switches and Super Strength

To enter the final level, exit the palace through a door in section D1. Before you do, push a block in the room to open the path to a fairy room. Then exit the palace, head east and—with Power Glove strength—move one of the stones that blocks the palace entrance.



## 7 Pushing Deeper into the Palace

Inside the first room of the final palace level, a Laser Turret watches for intruders. Stay out of its field of vision, or it will blast you. Push—don't pull—a block in the room to unlock the door.



## 8 Sidestep the Flying Tiles

When you enter the seemingly empty room, watch out for the floor tiles that fly at you. Collect the key quickly and unlock the door.

## 9 Vanquish the Writhling Fiends

Defeat all four of the writhling monsters to open the door. Avoid blasts from the Laser Turret as you move around the room.

## 10 Grab the Key and Run

You don't need to defeat all of the enemies in the room. To unlock the door, grab the key that's under a pot and run to the locked door.

## 11 Outrun the Flying Tiles

More flying tiles soar at you when you enter the room. Quickly grab the key under the pot and unlock the north door.

## 12 Fire Up the Wall Ignition

An Eye Guard patrols what seems to be a dead-end room. Eliminate the distraction with arrows. Light the four braziers with your lamp to roll back the west wall and reveal a door.



## Lanmolas

Although you can use your sword, arrows and bombs to defeat the three sand worms that guard the palace's Pendant of Power, the Ice Rod makes short work of the creatures. Whichever weapon you use, strike for a Lanmola's head to land a damaging blow. Avoid the debris that the worm sends flying when it emerges from the sand.



If you have an Ice Rod, you'll need to hit each Lanmola in the head only twice. If you're using the sword, employ the Whirling Blade technique to smite the worm more effectively. You'll receive a Heart Container and the Pendant of Power after you defeat all three worms.





## Zora's Waterfall

There's one more palace to go on your quest for the three pendants. Before you search for the final one, head to the river's headwaters to find more essentials for your quest!



### Quest for Zora's Flippers

Before you start your journey to find Zora's Flippers, gather 500 Rupees. When you reach the waterfall that feeds the river, Zora will emerge and sell you the flippers for that high price. Zora will also give you permission to use the Whirlpool Warps.



### 1 Gear Up at the Waterfall of Wishing

After you have Zora's Flippers, you can swim into a waterfall that leads to the Waterfall of Wishing. Throw your shield and boomerang into the cave pool to upgrade their power.



### 2 Work Wonders at the Magic Shop

As you head north toward Zora's Waterfall—walking up the riverbank—you'll encounter the Magic Shop. If you bring the witches a mushroom, which you can find in the Lost Woods, they'll make Magic Powder for you. Give the mushroom to the witch outside, then claim the potent powder from the witch inside.

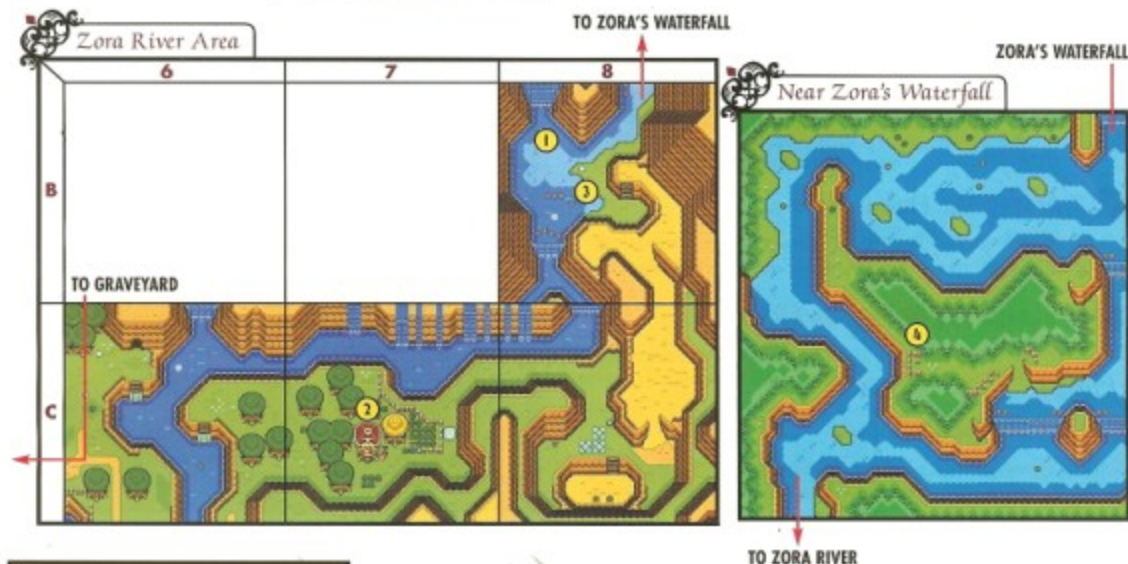


### 3 Whirlpool Warp to Lake Hylia

If you have Zora's permission and Zora's Flippers, you can enter the whirlpool to go to Lake Hylia.

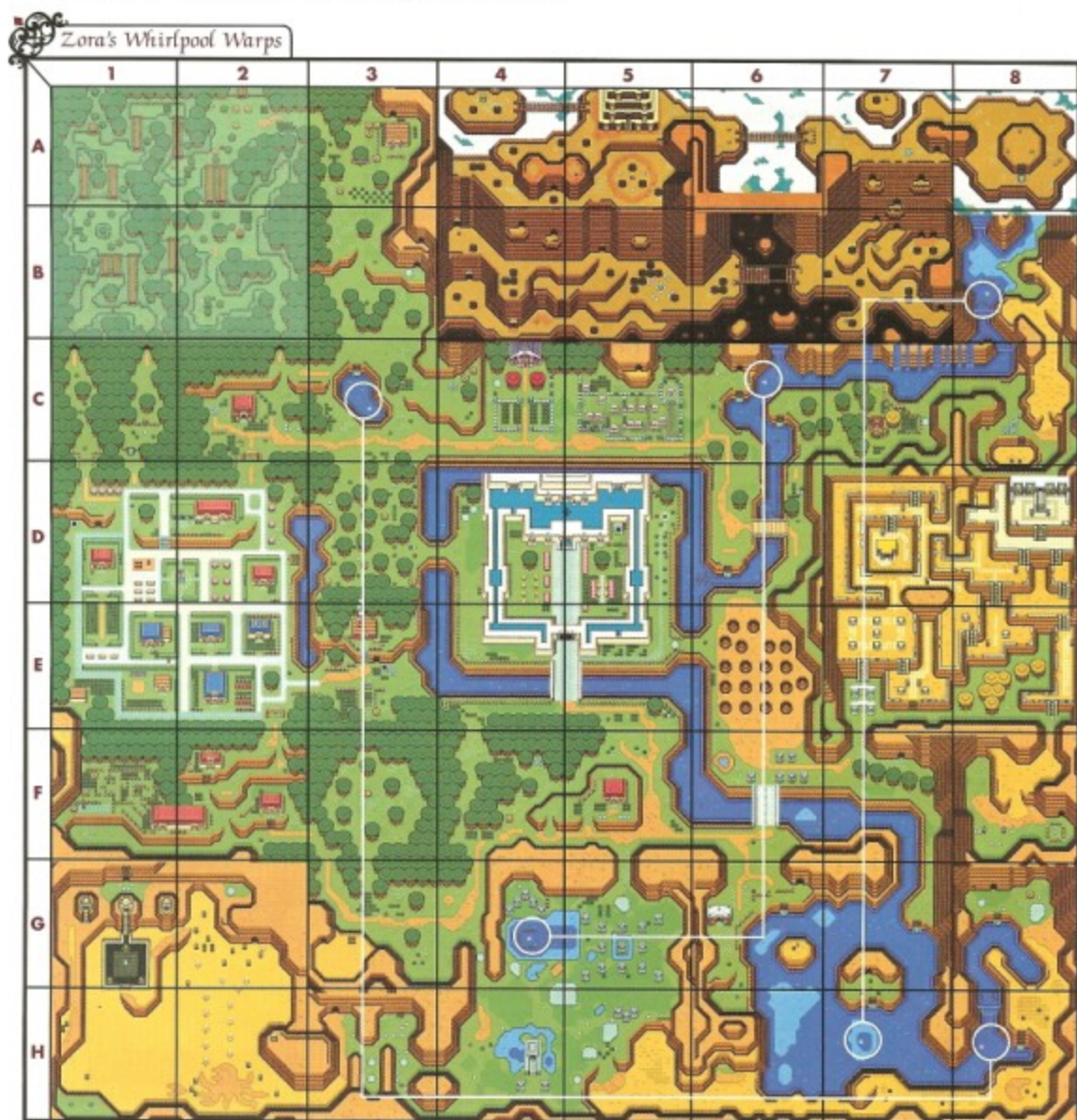
### 4 In the Heart of the River Area

After you have Zora's Flippers, you can swim to the southern edge of the island between the rivers to collect a Piece of Heart.



## Catch the Next Drain with Zora's Warps

After you pay 500 Rupees to get Zora's Flippers, Zora will grant you the use of special whirlpools that drag you down and spit you back up in a distant location. Use the map below to find out which whirlpools are linked. Whenever you're in a rush to cross the Light World, hop into the water and take a spin on the whirling water expressways.





# Death Mountain & Tower of Hera

When you first journey to Death Mountain, you can explore only the western side and the Tower of Hera. When you return later with more magic items, you can explore the mountain's entire labyrinthine tunnel network!



## Finding the Entrance and the Magic Mirror

You can't begin spelunking in Death Mountain until you possess the Power Glove. With it, you can hurl aside the massive stone that blocks the entrance. After you pass through a few tunnels, you'll meet a man who wants to tag along.



After you lead the old man out of the caves, he'll give you the Magic Mirror, which allows you to travel between the Light World and the Dark World.

## Scaling Spectacle Rock via the Dark World

To reach the top of the bifocal-shaped rock on the western side of Death Mountain, use the nearby Dark World portal, walk onto the spot between the "eyes" and then use the Magic Mirror to return to the Light World. Voila! You'll be standing on top of Spectacle Rock. Collect the Piece of Heart, then leap off the northern boundary of Spectacle Rock to reach the entrance to the Tower of Hera.



When you enter the Dark World, you'll discover that you've turned into a bunny. Until you possess the Moon Pearl, you'll turn into the bunny while you're in the Dark World. You'll change back when you return to the Light World.

### AA CAVE ENTRANCES AND EXITS

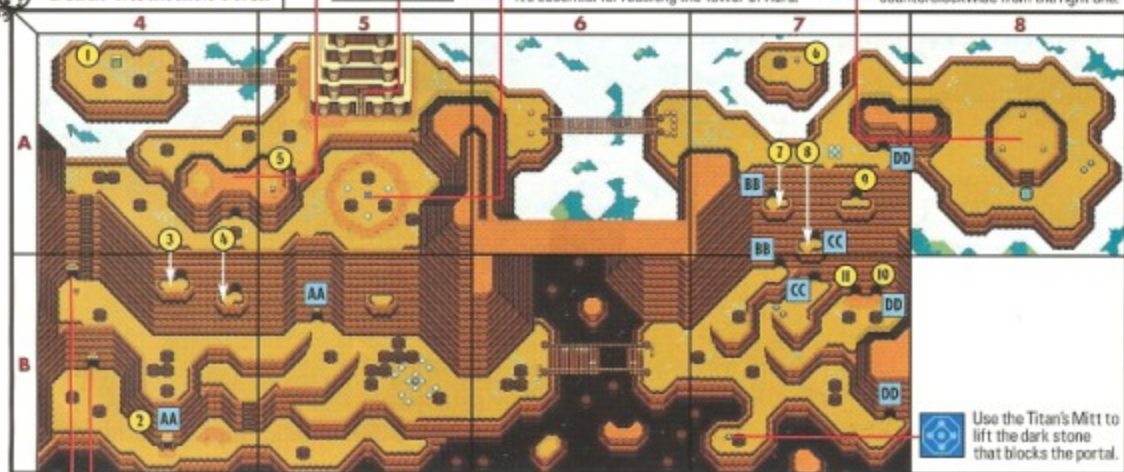
Corresponding double-letter boxes indicate cave entrances and exits. Unlike connected paths, however, the entrances and exits often function only in one direction (you may not be able to enter through an exit, for instance).

### SPECTACLE ROCK

#### TOWER OF HERA ENTRANCE

The Dark World portal on the west side of the mount is the first one you use in your quest—it's essential for reaching the Tower of Hera.

To reveal the Dark World portal, use the Magic Hammer on the pegs—pound counterclockwise from the right one.



TO KAKARIKO VILLAGE

**1 Into the Ether**

After you have the Master Sword, approach the mystic slate atop Death Mountain. You'll receive the powerful Ether spell, which brings down a shower of energy that freezes all foes in your vicinity.

**2 Visit the Old Man for Health**

After you lead the old man out of the caves, he'll sit inside cave AA. Visit him any time your health is lagging—he'll recharge your Life Gauge.

**3 Bottle Up a Few Fairies**

Before you enter the Tower of Hera, catch a few fairies with your Bug-Catching Net. Reach the fairy-fountain cave by leaping from the point specified in section A4 of the map on page 34.

**4 Scale the Mount for a Piece of Heart**

To find one of the many Pieces of Heart stashed in the mountain caves, leap from the point shown in section A4 to land on a small ledge. Then enter the cave to claim your prize.

**5 Nab the Piece of Heart on Spectacle Rock**

The Tower of Hera lies on the other side of Spectacle Rock—and a Piece of Heart rests on top of it. Use the Dark World portal and the Magic Mirror (see page 34) to reach the health-bolstering item.

**6 Epic Quest for Heart**

A Piece of Heart is on the butte that pierces the clouds surrounding Death Mountain. To reach the isolated rock, journey to the Dark World and navigate a complex sequence of caves and obstacles—see page 81 to learn the exact path.

**7 Quick Way Down the Mountain**

To go to the bottom of the eastern side, jump to the ledge from the spot shown below (and on the map). Enter the cave and leap into the pit—you'll soon emerge from cave BB. You'll find 50 Rupees along the way.

**8 Hidden Fairy Fountain**

To reach the fairy fountain that's within a cave halfway down the mountain face, leap from the spot indicated in section A7 to land on the ledge outside of cave CC.

**9 To Turtle Rock and Back for Heart**

An unreachable cave contains a Piece of Heart. To access the cave, go to the same spot in the Dark World by going through Turtle Rock (see page 82) then use the Magic Mirror.



When you use the Magic Mirror to transport back to the Light World, you'll end up on the cliff outside the cave. Enter and defeat the enemies with arrows, then go through the door to claim your Piece of Heart at long last.

**10 Buried Treasure and a Secret Store**

Enter cave D1 to find a long gap inside a tunnel. Leap into the gap—you'll fall into a room that leads to three resources. First, bomb the wall to discover a stash. Second, go up the stairs to find a room with chests full of Rupees. Finally, push the blocks out of the way and bomb a nearby wall to find a hidden store.

**11 Hookshot Your Way to a Fairy Fountain**

On the far side of the cave is a fairy fountain, but a large gap stands between the cave entrance and the fairies. Use the Hookshot to span the gap—then catch all the fairies you can.

## 1 Mastering Switches in the Tower of Hera

Blue and pink blocks fill the Tower of Hera. At any given time, one set of blocks is up while the other drops into the floor. Every time you hit one of the crystal switches in the tower, you toggle whether the blue or pink blocks are raised—in the entire tower, not just in your vicinity. If you ever get stuck in the tower, use the Magic Mirror to return to the main entrance.



## 2 Find the First Key

The first door key is caged, along with a Mini Moldorm, behind a series of pink blocks. Drop the blocks by hitting the nearby switch, then grab the key. Watch out for the red-headed skeleton—it throws bones.

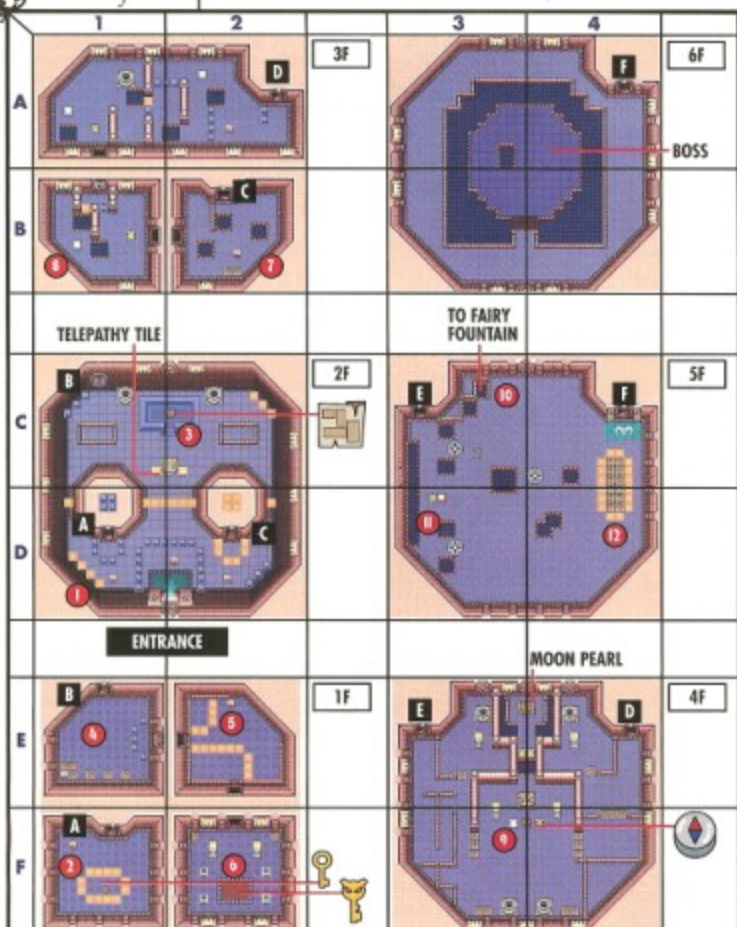


## 3 Grab the Map before You Go Farther

In the entrance hall, the tower map is in a chest on the north platform. A line of pink blocks bars you from reaching the north end of the room—whack a switch to pass by them.



Tower of Hera



## 4 Floor Tile Maelstrom

The locked door in the room filled with attacking floor tiles opens after every menacing tile has attempted to strike you. You can lower the blue blocks by striking the crystal switch.

## 5 Bomb the Mini Moldorms

Although you can drop the pink blocks at any time by striking the crystal switch, bomb the trapped enemies first to make dropping the blocks a little safer.



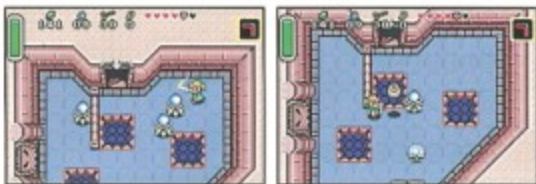
## 6 Light the Four Braziers

A chest that contains the Big Key will appear after you light each of the braziers with the lamp. Hurry—the flames will eventually go out, and all four flames need to be flickering for the chest to appear.



**7 Defeating the Tower's Creatures**

Dome-headed creatures plague the tower levels. In room B2, eliminate them all to open the door. Arrows won't damage them and bombs merely stun them. If you swat at one with your sword, you'll ricochet—and pits are often too close by. Hurl pots at them if you can.

**8 Exploit the Star Switches**

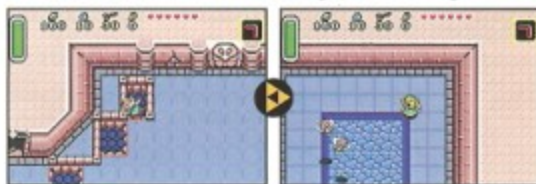
Each time you step on a star switch, you'll toggle between two sets of pits that appear in the room. You'll often need to use the star switches to cross a room—but you can also use them to destroy an enemy by opening a pit underneath it at just the right moment.

**9 Grab the Compass and Keep Going Up**

For now, ignore the big chest in the back of the room—you'll be back soon. Open the small chest in the center of the room to get the tower compass—then continue your journey toward the tower's upper levels.

**10 Stock Up on Fairies**

You'll soon face the tower's boss, Moldorm. If you don't have bottles full of fairies, make a side trip to a secret fairy room. Jump into the exact pit shown below to fall into the room. Even if you don't have bottles, touch the fairies to recharge your Life Gauge.

**11 Score the Moon Pearl**

Find the Moon Pearl before you battle Moldorm. In the fifth-level room, trigger the star switch to reveal the pit shown at the right. Jump in—you'll fall next to the big chest on the floor below. It holds the pearl.

**12 Beef up Your Life Gauge One More Time**

If your Life Gauge isn't full, break open pots to reveal many health-charging hearts. The pots are behind a cage made of pink blocks—use the switch two floors down if the blocks are up.

**Moldorm**

Having patience is probably the biggest factor in beating Moldorm. You must strike the mammoth creature's tail six times with your sword to defeat it. Watch out for the rebound backlash, though—you might fly back and fall over the platform's edge. After you beat Moldorm, you'll receive a Heart Container and the Pendant of Wisdom.



You're more likely to fall from the battle platform than to lose all of your health. If you fall off, you'll plummet to the floor below and have to start the whole battle over again.





## Lost Woods & Castle Tower

The Lost Woods hides a powerful weapon—the Master Sword. With it, you can slash through the magic gate on the castle tower, battle through its halls and finally face Agahnim!



### Claim the Master Sword

When you possess the three magical pendants—found in the East Palace, the Desert Palace and the Tower of Hera—you can finally pull the Master Sword from its resting place in the Lost Woods. Many imitation Master Swords are scattered around the eerie woods. You'll know the true blade when you see its elaborate pedestal. When you claim the Master Sword, you'll receive a telepathic message that the wizard, Agahnim, has kidnapped Zelda and taken her to the castle tower!



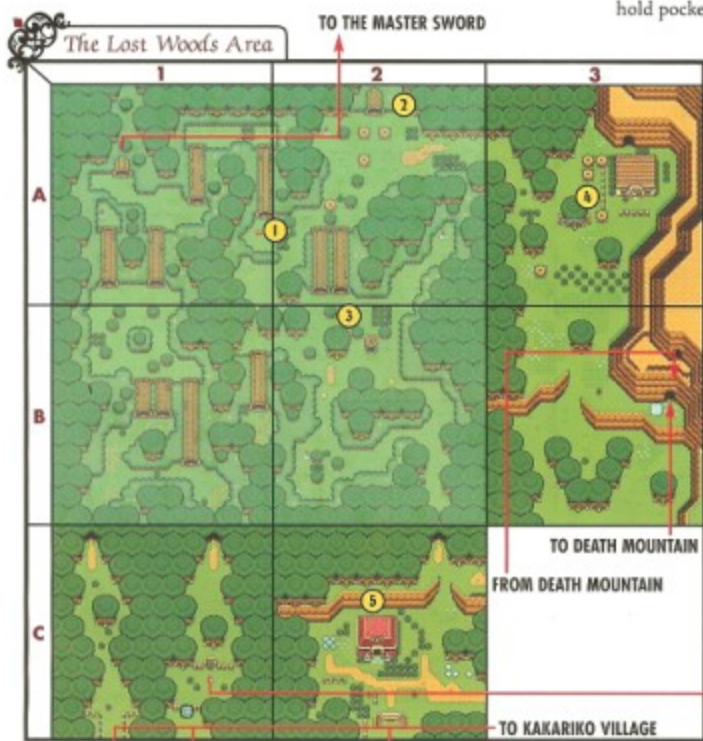
### 1 Mushroom Hunting

The witches at the Magic Shop (see page 32) will create a special concoction for you if you bring them a mushroom. You can find one in the Lost Woods at the spot indicated on the map.



### 2 Take on the Two-Armed Bandit?

A man runs a shady game in the forest. If you pay him 100 Rupees, you can select one of three chests. One holds the jackpot—300 Rupees! Gamble at your own risk, though; the others hold pocket change.



### 3 Hack toward a Piece of Heart

Cut your way to the center of the square plant cluster to find a secret hole. Jump in to discover a Piece of Heart.



### 4 After the Lumberjacks Leave

After you defeat Agahnim in the castle, return to the lumberjacks' tree. The lumberjacks will be gone (see page 96).

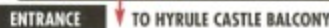


### 5 Hints from the Fortune-Teller

If you're confused about what to do next in your quest, visit the fortune-teller for a quick and costly push in the right direction.

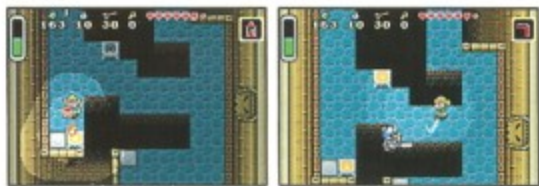


You can approach the Dark World portal from inside the Lost Woods if you have a Magic Hammer, or from Kakariko Village if you have the Titan's Mitt.



#### 4 Exploring the Darkness

Light braziers in the dark hall that contains many gaps. Watch your footing if you take on any challengers, or you might plummet into the void.



#### 5 Pry the Key from the Guard

In the dark room with the three guards, defeat the blue-armored guard to get his key. With it, you can open the door on the north wall. Light the braziers to see your foes better.



#### 6 Dial Up Sahasrahla on the Wall Tile

After you defeat the enemies in the room—and open the door onward—push the A Button while facing the wall tile. Sahasrahla will give you a tip for beating Agahnim.

#### 7 Put Down the Patrol

Two spear-wielding guards patrol the room for intruders. Defeat them both to open the locked door. Use your boomerang against them to paralyze them for a few moments.

#### 8 Keep the Guard in His Cage

The guard holding the final key you need is protected in a cage composed of blocks, pots and fences. Strike the guard from afar to make the job risk-free.



#### 9 Shove the Statue, Then Run!

When you enter the room, you'll be trapped behind statues. Move the western statue, then run for the open door, because two guards will be in the perfect spot to hit you with their arrows.



#### 10 Agahnim's Curtain Call

When you enter what seems to be the final chamber at the top of Hyrule Castle's tower, you'll witness Agahnim obliterate Zelda before your eyes—and then Agahnim will vanish as well! But sometimes magic is merely trickery, which you'll discover if you slash through the middle curtain at the back of the room.



### Agahnim

The wizard has three magical attacks. He'll hurl lightning, blue energy and fireballs at you. When he throws a fireball, swing at it with the Master Sword—if your timing and strike angle are perfect, you'll swat it back at Agahnim. Strike him with six rebounded bolts to defeat the wizard. However, he has one last dark trick up his sleeve....



The wicked wizard periodically hurls chain lightning down the room—but only when he's at the top of the room. If he heads in that direction, go there with him.



#### Welcome to the Dark World

Before Agahnim vanishes, he'll transport you to the Dark World as a last nefarious hurrah. You'll appear on top of a pyramid in the Dark World—it's just one of many places you'll go in the evil realm.



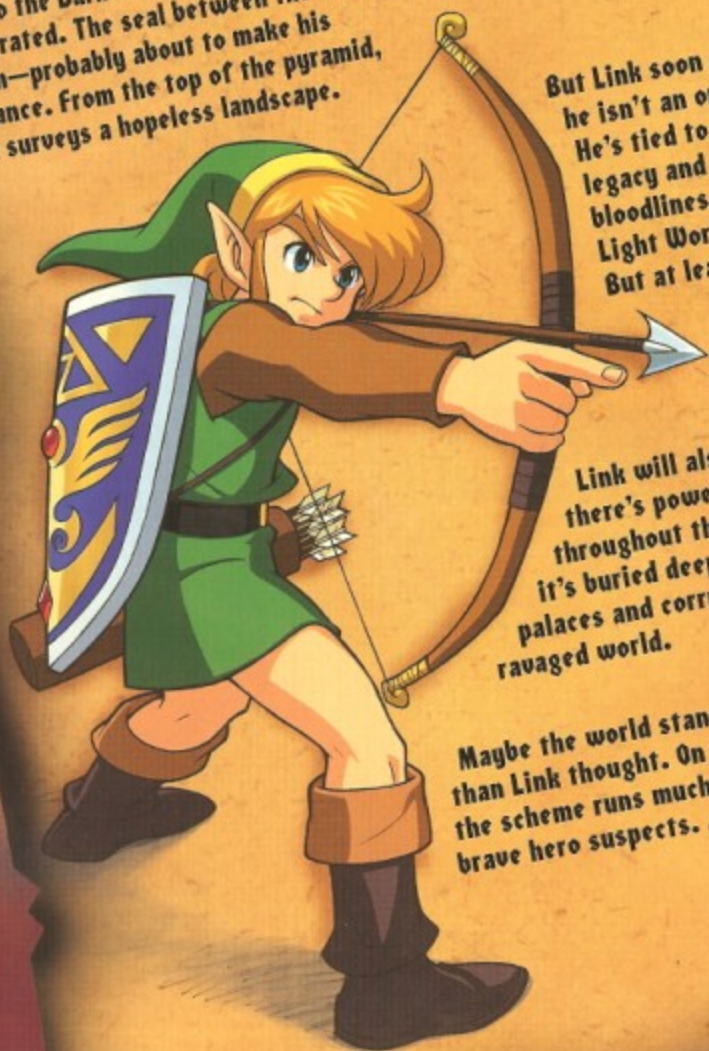
## A Link to the Past Dark World

Link's quest is merely beginning. Agahnim's dying curse brings the stalwart hero to the Dark World under the most dire circumstances. Princess Zelda—obliterated. The seal between the two worlds—breached. And Link's archnemesis, Ganon—probably about to make his entrance. From the top of the pyramid, Link surveys a hopeless landscape.

But Link soon discovers that he isn't an ordinary hero. He's tied to a special legacy and remarkable bloodlines. Link's the Light World's only chance. But at least it's a chance.

Link will also learn that there's powerful magic throughout the Dark World, but it's buried deep in the ruins, palaces and corrupt towns of this ravaged world.

Maybe the world stands a better chance than Link thought. On the other hand, maybe the scheme runs much deeper than even the brave hero suspects. . . .



# Dark World Map

Danger and dark magic emanate from every tree and building in the Dark World. Nonetheless, Link bravely searches every inch of it for clues to advance his quest.

## Link's Dark World Journey

### CHECK

- ☐ 1 Meet Kiki the Monkey outside the Dark Palace
- ☐ 2 Get the Magic Hammer in the Dark Palace (Crystal)
- ☐ 3 Get the Shovel and the Flute in the Haunted Grove
- ☐ 4 Get the Hookshot in the Swamp Palace (Crystal)
- ☐ 5 Get the Fire Rod in the Skull Woods (Crystal)
- ☐ 6 Get the Titan's Mitt in Thieves' Dungeon (Crystal)
- ☐ 7 Get the Blue Mail in Ice Palace (Crystal)
- ☐ 8 Get the Cane of Somaria in Misery Mire (Crystal)
- ☐ 9 Get the Mirror Shield in Turtle Rock
- ☐ 10 Get the Red Mail in Ganon's Tower (Crystal)
- ☐ 11 Buy a Super Bomb in the Bomb Shop
- ☐ 12 Get the Silver Arrows and the Golden Sword in the Pyramid
- ☐ 13 Defeat Ganon in the Pyramid

## Warp Destinations

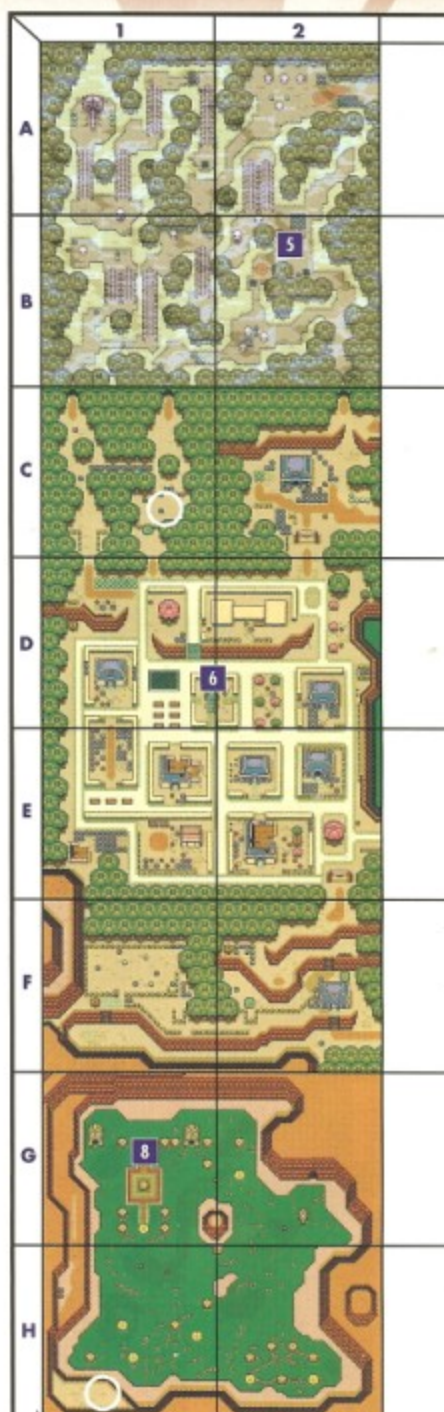
- ☐ From the Light World A5, A8, B7, C1, E5, F8, G4, G7, H1

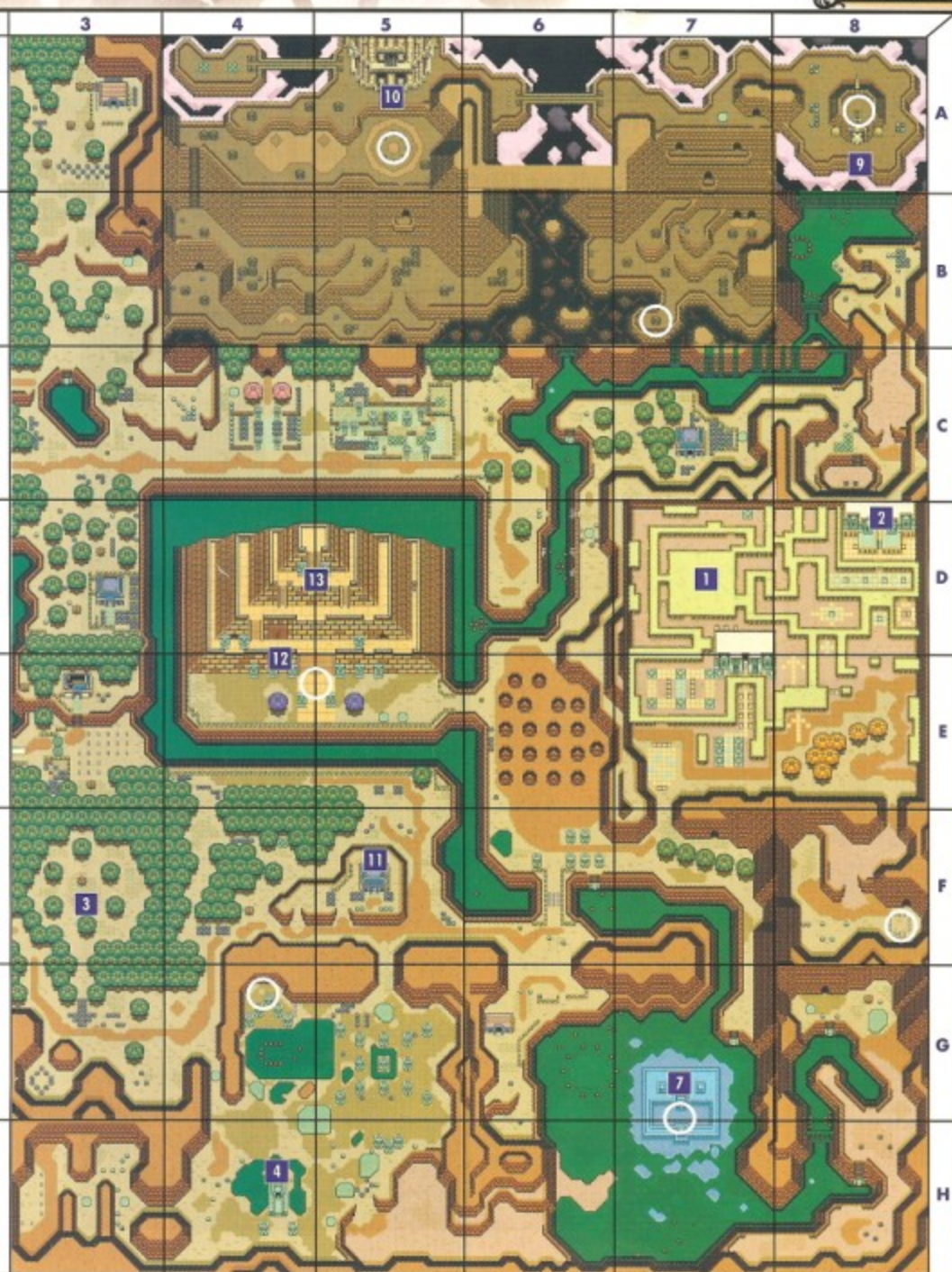
## Points of Interest

- Shield Shop D3
- Digging Game F1
- Palace of the Four Sword D5
- Treasure Chest Game D1
- Bug Shop E2

## Extras

- Pieces of Heart (page 94)
- Trees & Fairies (page 102)
- Inventory Chart (page 104)

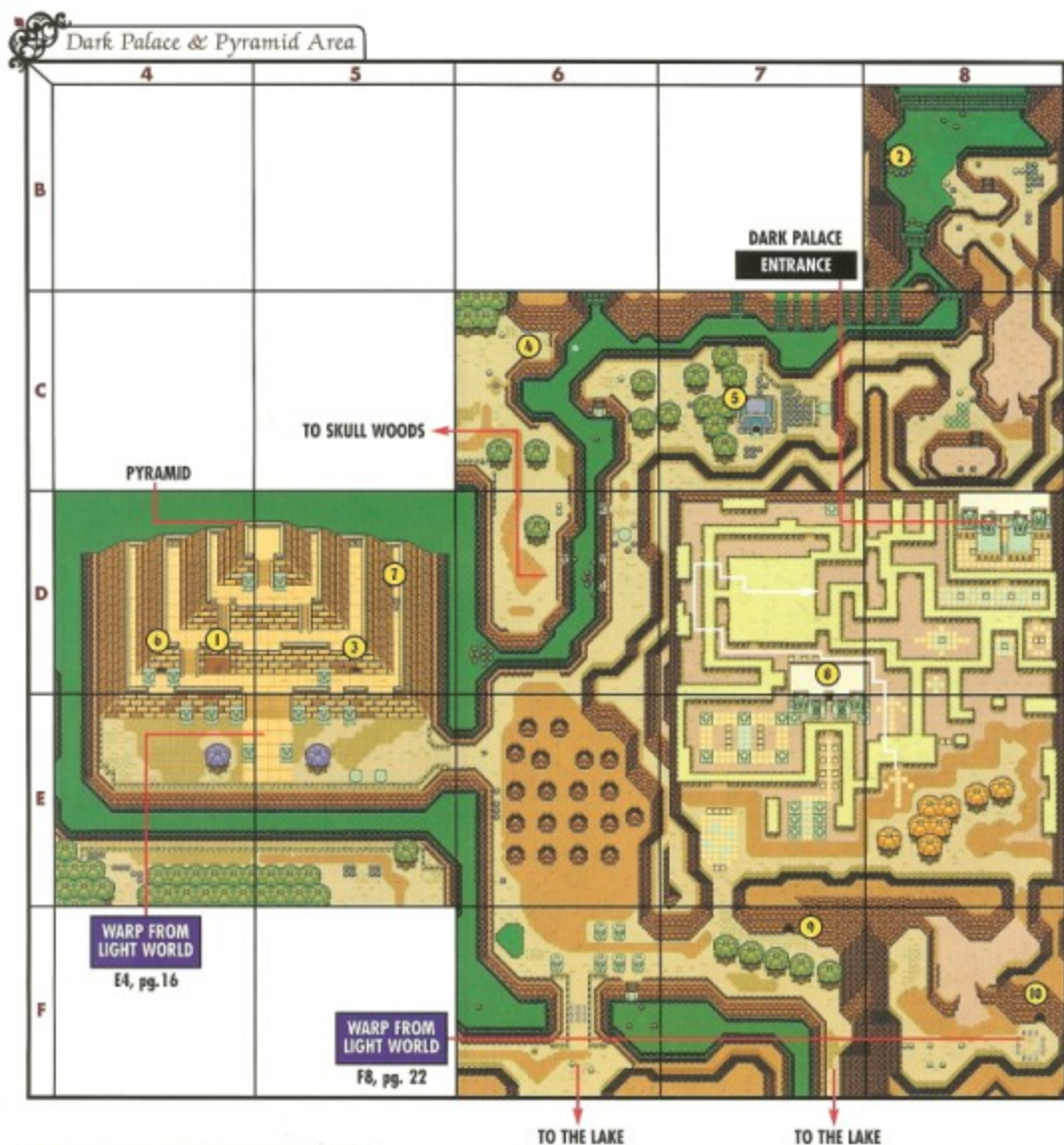






## Dark Palace

After the Agahnim showdown, the evil wizard warps you to the top of the Dark World pyramid. You'll be back in good time—your quest to rescue the seven maidens leads you first to a mysterious sealed palace in the corrupt eastern lands.



## Breaking into the Dark Palace

Your quest will take you first to the Dark Palace. To reach its front gate, you'll need to navigate the garden maze—which often requires that you pass through holes in the hedges. Follow the white arrow on the map on page 44 to find the palace. Its gate is impassable unless you have the garden monkey's help. You'll bump into Kiki inside a hedge. If you pay the monkey 10 Rupees, he'll follow you to the gate. If you then pay the monkey 100 Rupees, he'll open the gate for you.



### 1 Get the Silver Arrows and Golden Sword

Before you face the final boss, meet with the fairy hidden in the Pyramid. She's walled up, so blast the cracked Pyramid face—with the biggest bomb in the world. You can buy it at the Bomb Shop (see page 51). Once inside, throw your bow into the pool. The fairy will appear and transform your bow into one that shoots Silver Arrows. Leave, reenter, then throw your sword into the pool—she'll hand you the Golden Sword.



### 2 Dredge Up the Quake Spell

North of the Dark Palace, in the Lake of Ill Omen, an underwater entity wants nothing more than to be left alone. If you hurl a skull into its home—bordered by a ring of stones—the creature will rise and throw the Quake Medallion at you.



### 3 Pierce the Palace of the Four Sword

If you beat the final bosses in A Link to the Past and Four Swords, you can enter the Palace of the Four Sword. Until then, you'll be turned away at the door. See page 126 for details on the secret levels.



### 4 Whirlpool Warp to the Lake

There's only one pair of connected Whirlpool Warps in the Dark World—the river whirlpool leads to one in the lake.

### 5 One-Stop Shopping on the Riverbank

On the riverbank path up to the Lake of Ill Omen, a bizarre creature operates a store that sells a useful range of items. Should you lose your shield, return to the river shop to purchase a new one.



### 6 An Exit for a Later Time

Don't break your back trying to get to the opening between the two statues. You can't leap to it from above, and you can't push or pull the statues to access it. It's an exit from the Pyramid that you'll use during the final boss battle in your quest. See page 92 for more details.

### 7 Pyramid-Hop for a Piece of Heart

A Piece of Heart is stashed on the Pyramid's east side. You can reach the power-up by leaping off the Pyramid ledge above it.

### 8 The Inside Story about Tarnished Gold

You can learn more about the Golden Power—and what has befallen it—from a man who came to the Dark World in search of it. Hear his tale, then bomb the back wall of his room to find health power-ups.



### 9 Heal before You Enter the Palace

Before you enter the Dark World's first palace, heal your wounds by visiting the helpful Great Fairy in the cave.

### 10 A Recluse Yaps about Another Recluse

A man who lives in a cave southeast of the palace will tell you an earthshaking secret—if you pay him 20 Rupees.

## 1 Work the West Wing

First you'll need to explore the western rooms. When you reach the room in section G6 of this map, trigger the switch in the southwest corner to make a chest appear—the key is inside. Two statues in the center of the room shoot energy bolts. They fire at regular intervals, so time your movements carefully.



## 2 Warp Past the Impasse . . .

You're caught in a loop of interconnected rooms and pitfalls. There's only one way out—the warp tile in the room in G7 holds the answer to breaking out of the loop.

## 3 . . . Then Blast Out

When you warp to the room in section G9, bomb the south wall to find a secret path. Don't use the room's warp—you'll end up back in the looped room cycle. Before you leave, use the telepathy tile to hear news about Zelda.

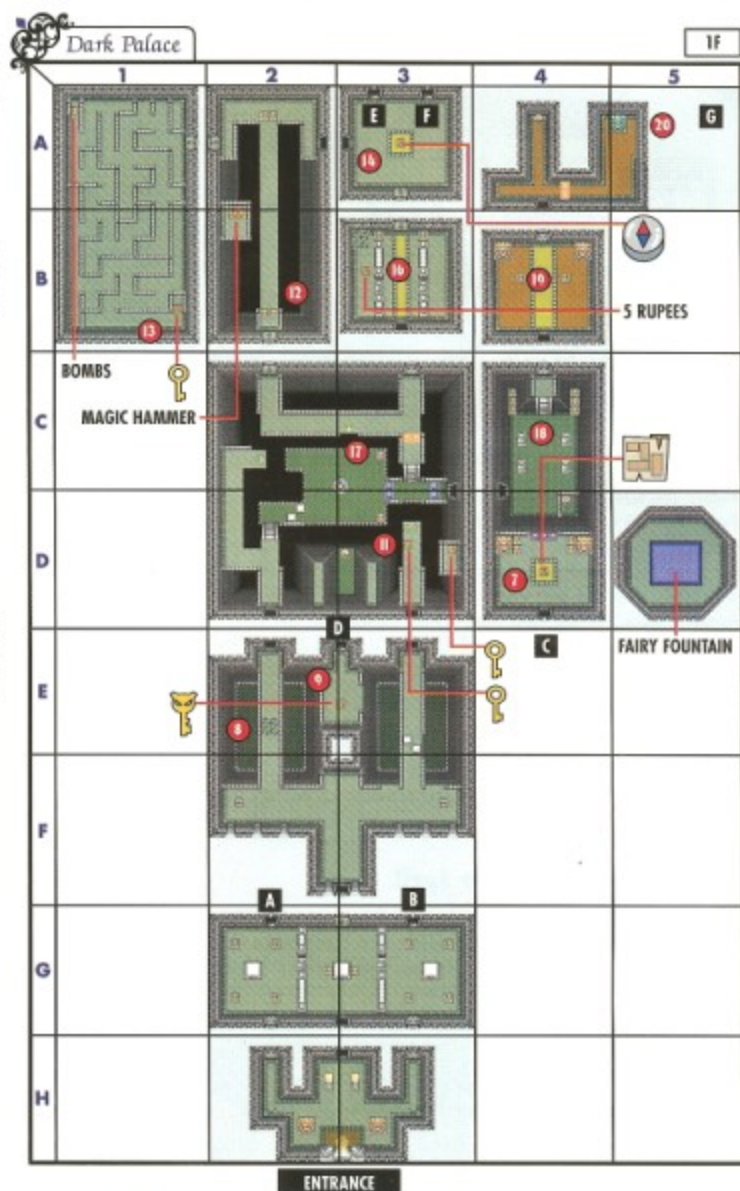


## 4 Bombs Away

In the short corridor, you'll bump into blue critters that frizz out every few seconds. To destroy one, strike it when it has calmed down to its normal shade of blue. At the end of the corridor, bomb the wall to find the passage onward.



Don't place your bomb too close to the weak, cracked spot in the floor. If you do, you'll create a hole. If you fall into the hole, you'll lose valuable health.



## 5 Crack the Foe That Mirrors Your Moves

Three burly creatures crawl the large hall. You can defeat two of them with your sword. The red one is the toughest to eliminate. He's immune to your sword attacks and he mirrors your every move—including the one you need to use to defeat him. Fire arrows at him, but do so quickly, because he'll launch a fireball when you shoot your arrow. When you vanquish all three creatures, the locked door will open.



## 6 Wrestling with the Conveyor Belts

Conveyor belts speed you halfway up the room... where belts attempt to send you back the way you came. If you have a hard time maneuvering, dash up the room—though you might collide with a foe.



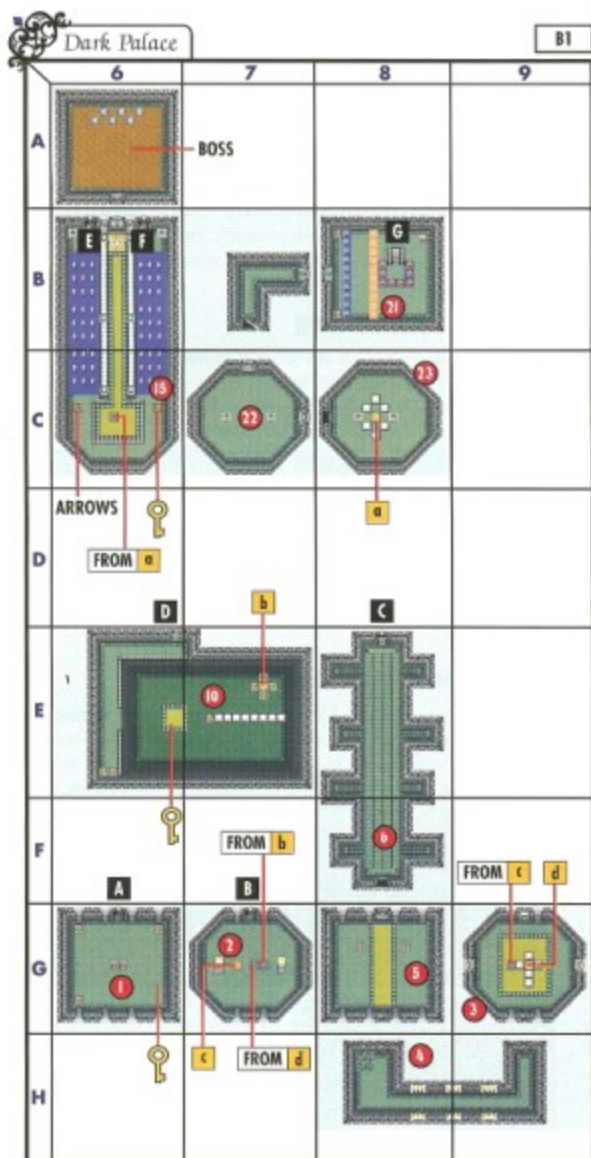
## 7 Latching onto the Second Key

In the room with the treasure chest that contains the palace map, monsters that split into tinier foes surround you. Eventually, you'll whittle them down to nothing—as long as you avoid striking them when they're electrified. Bomb the side walls to discover a key and a secret fairy fountain. With the key in hand, head down to the bridge that spans section E2 of the map on page 46.



## 8 Nowhere to Go but Down

Bomb the floor of the bridge in section E2, then jump into the gap. You'll fall to the floor below. Don't leap into the main room—you'll be back there soon enough by another route. Run along the raised western border and open the locked door instead.



## 9 Bag the Big Key & Return to the Tangle

You're not free from the tangle of interconnected bridges and rooms yet. Collect the Big Key from the chest, then hop into the void to the immediate east. You'll plummet into the room from which you entered.



## 10 Reveal the Third Key

When you fall into the room, skeletons will hurl their heads at you while other foes attack from all directions. Fend them off, then lift the pot in the center of the room to find a switch. Push it to reveal a chest that contains the third key.



## 11 Go the Distance for the Fourth Key

You'll be very familiar with the twisting, turning hallways, so return to the palace entrance, then push forward through the center of the palace—moving through sections H3 and G3, then taking the east path in section F3. Move forward into D3—pushing blocks out of the way, collecting the fourth key and leaping a gap.



## 12 Outrun the Vanishing Bridge

Soon after you touch the bridge in sections A2 and B2, it will start collapsing behind you. Before you touch the bridge, pick up a pot and run with it. While you outpace the collapsing bridge, you'll come face to face with a foe. Throw the pot at it. If your aim is true, the creature will be destroyed, and you'll be able to run for safety.



## 13 Nab the Fifth Key and the Magic Hammer

Flame-spewing enemies crawl throughout a dark maze. Avoid their blasts while navigating the maze to its southeast corner. Collect the fifth key from a treasure chest, then bomb the wall to the north to expose a ledge where the Magic Hammer is hidden.



## 14 Score the Compass

Return to the room in section A2, then go through the west door to enter a room where the compass is stored. It's in a chest in the center of the room. Avoid the indestructible shelled enemies while popping open the chest and claiming the valuable object.

## 15 Grab the Sixth Key

Head downstairs through the E or F stairway to find a three-channeled hall filled with blue Rupees. Open the chest on the west side of the room to discover the sixth palace key. If you have the Magic Powder, sprinkle an Anti-Fairy to transform it into a fairy.



## 16 Let the Statue Take the Hit

Spiked balls move back and forth in the central hall in section B3. To make a risk-free trip through the room, go down the western side. (Throw a pot out of the way to access the area.) Then push a statue into the central hall to keep the spiked ball from hitting you.



You might be tempted to bomb the upper-west corner of the room. It's more trouble than it's worth—although the wall looks cracked, it's the floor that will break open. The pit leads nowhere special, and you'll only lose health by leaping into it.



## 17 Swat the Block Switch from Afar

Return to the gigantic room that contains all of the bridges. Leap into the central platform. You'll need to head out the door to the east, but it's blocked by two rows of blocks. Use your boomerang to hit the block switch across the void to the south. You can finally leave the twisting, interconnected halls behind.



## 18 Haul the Statue onto the Door Switch

Destroy the skull in the upper-right corner to find the door switch. Then push the nearby statue onto the switch; its weight will keep the pressure-dependent switch held down.



## 19 Striking the Mockery

You must defeat all of the enemies in the room to open the door—and one of the enemies is a red brute that mirrors and mocks your every move. Strike it with arrows when the timing is right.

## 20 Trigger the Secret Sliding Wall

Trip the block switch in the west hallway, then speed down the lower hall—while outrunning the spiked ball—to reach the side of the room with the massive one-eyed statue. Pierce its eye to cause the east wall to slide back and reveal a stairway.



## 21 Hammer Out a Path Onward

Whip out your newfound Magic Hammer and do some damage to the molelike creatures and turtle critters that impede your progress in the room. Then trigger the crystal switch to toggle the set of pink and blue switches that bar the way to the west door.



If you haven't upgraded your boomerang to its second power level, hurl a bomb at the distant block switch to release the second set of blocks.

## 22 Crush the Shelled Mob

Use your Magic Hammer to flip clusters of the hostile turtlelike creatures onto their backs, then strike them again to crush them into oblivion. Destroy all of them to open the locked door.

## 23 Warp toward the Dark Palace Finale

To reach the final stretch that leads to the Helmasaur King, shove the block shown at the right. Then step onto the warp tile to reach the final hall that spans sections B6 and C6.



## Helmasaur King

The Helmasaur King has three main attacks. Its frontal rush is easy to avoid. When it spews fireballs onto the floor, steer clear of them—they'll quickly explode. And run away when the Helmasaur King starts swinging his tail—he'll lash out at you. When you defeat the boss, you'll receive a Heart Container and a special magic crystal!



You must first break the helmet from the monster. Strike it with the Magic Hammer or bombs until the helmet crumbles. Then strike the exposed green spot on the creature's head with your sword until the monstrosity falls once and for all.





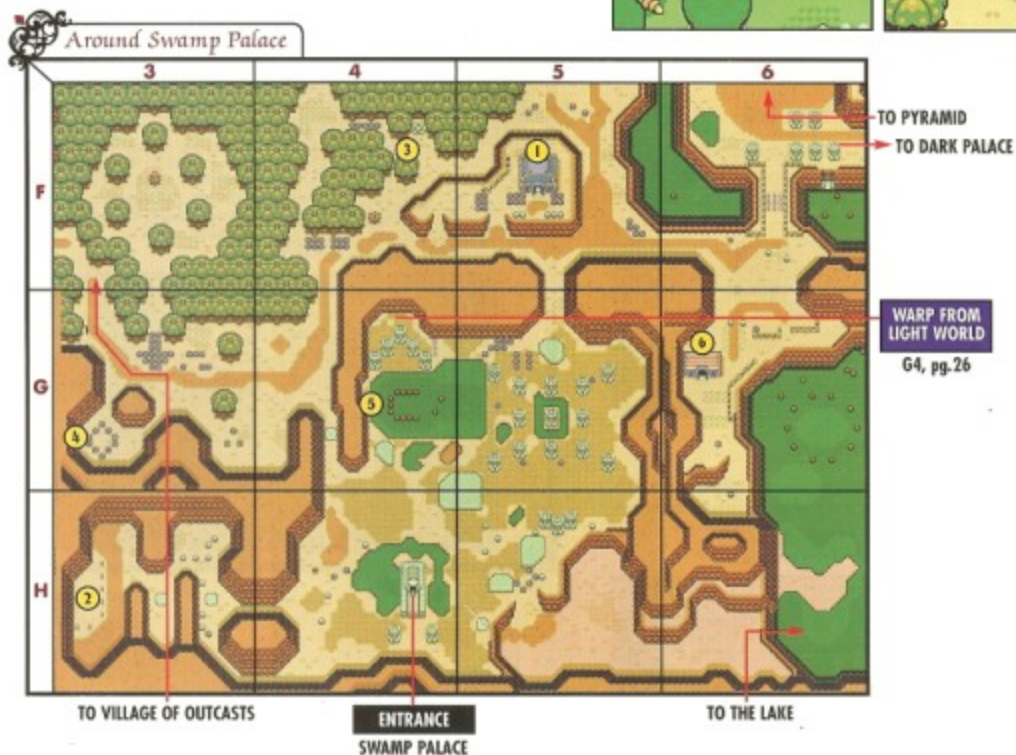
## Swamp Palace

When you touch the crystal from the Dark Palace, you'll learn that one of the maidens is trapped inside of it. The next crystal-in-distress is in the Swamp Palace. You'll need to warp back and forth from the Light World to break into it!



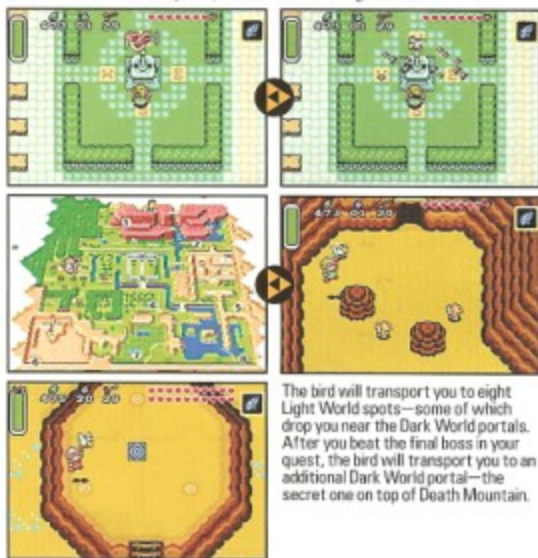
### Dig the Grove's Mysterious Flute Music

During your Light World adventures, you might have bumped into a mysterious phenomenon in the grove near Kakariko Village—a boy played his flute for a gathering of animals then vanished into thin air. You'll find the boy in the Dark World's grove. He's been transformed into an odd creature who longs for the old days. He'll lend you his shovel and tell you to dig for the flute in the Light World grove. Use the Magic Mirror to teleport there instantly, then use the shovel to dig in the spot shown to the right—you'll find the boy's flute. Return to the Dark World, then speak to the odd creature and play the flute for him. He'll give you his flute then make one last transformation—which brings a melancholy end to his life story.



## Go Express on Your Quest with the Bird

The odd creature in the Dark World grove will make one request—that you visit the man who lives on the eastern side of Kakariko Village in the Light World. The man will explain that the flute-playing boy had a feathered friend that followed him everywhere. It's now trapped in the nearby weathervane. Play your flute there to liberate the Bird. Play the flute any time after that to call the fowl—your new friend will transport you around the Light World.



## Draining Your Way into the Swamp Palace

When you first enter the Swamp Palace, you'll find a ladder that leads into the palace depths, but it's too high for you to reach. The solution is to fill the hallway with water so you can swim to the ladder. However, you'll need to get all of that water from the Light World. Use the Magic Mirror to enter the ruins that are in the same spot in the Light World, then drain the lake as described on page 27. Return to the Dark World to explore the palace at will.



## 1 The Biggest Bomb in the Dark World

The dark equivalent of Link's home in the Light World is a bomb shop. Early in your quest, you can buy standard bombs. After you've collected the first six crystals, the shop will stock the Super Bomb.



## 2 Bombos the Magic

You can almost reach the Bombos Medallion while standing in section H3 of the map on page 50. Use the Magic Mirror to transport to the Light World, then follow the instructions on page 29.



## 3 Hidden Fairy Fountain in the Forest

Dash against the cluster of light-colored rocks in the small forest to break the rocks. You'll reveal a stairway that leads to a fairy fountain. Stock up on the helpful creatures.



## 4 Warp for a Piece of Heart

So close, yet so far—a Piece of Heart is nearly within your grasp when you stand in the plant ring in section G3. Use the Magic Mirror to cross over to the Light World, then check out the instructions on page 29.



## 5 Whirlpool Warps Gone Dry

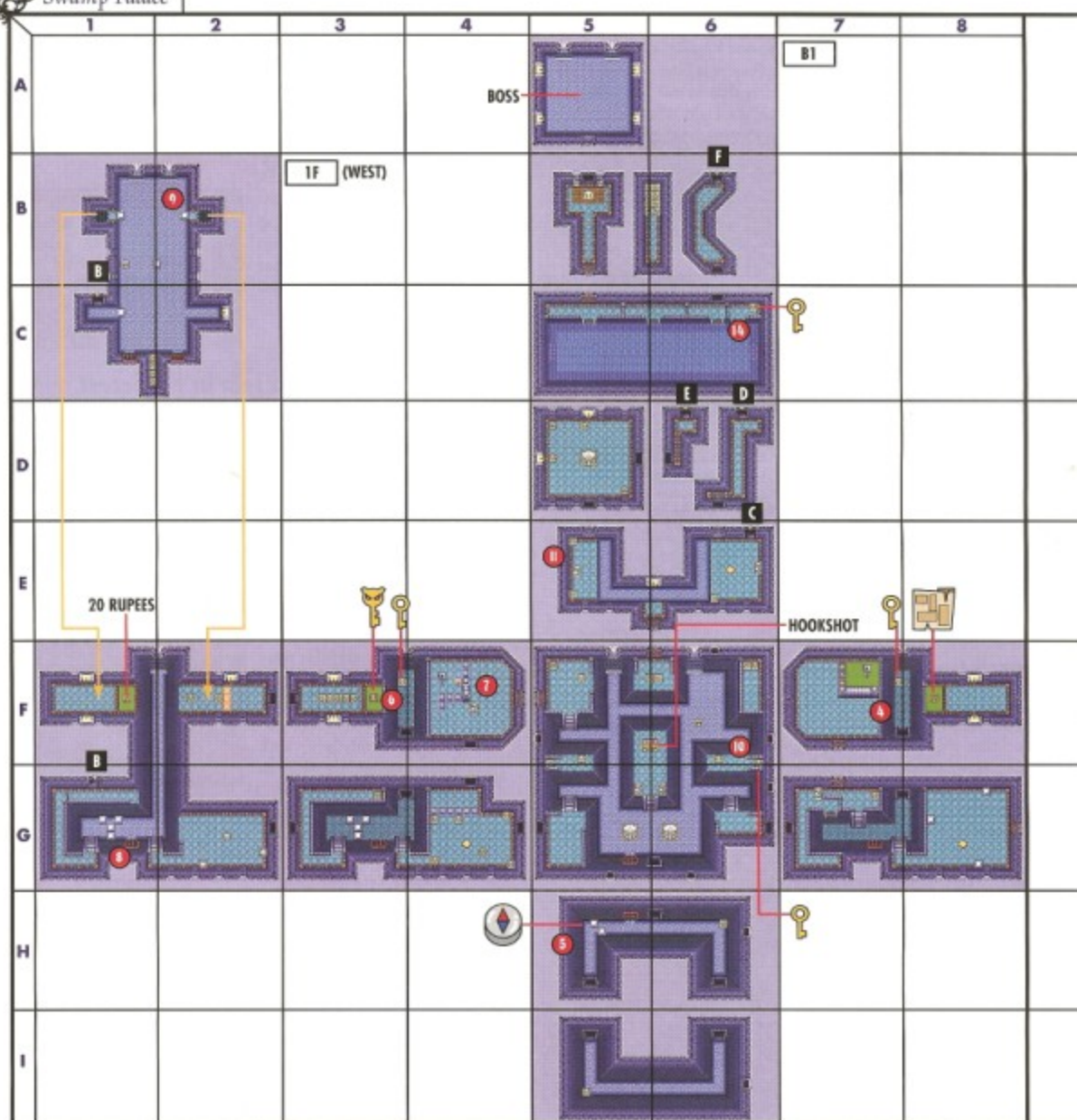
You might assume that a Whirlpool Warp would be in the pond—it is in the Light World, after all. But most of the Whirlpool Warps don't exist in the Dark World. Only the two interconnected warps in the northern river and the waters around the southern lake exist.

## 6 Supply Store for Dark World Adventurers

If you find yourself low on dungeon-busting supplies while near the northwestern shores of the big lake, you can step into the nearby shop and stock up on health potions, shields and bombs.

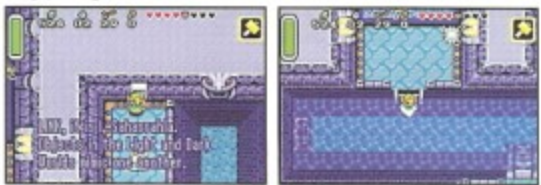


# Swamp Palace





Insider

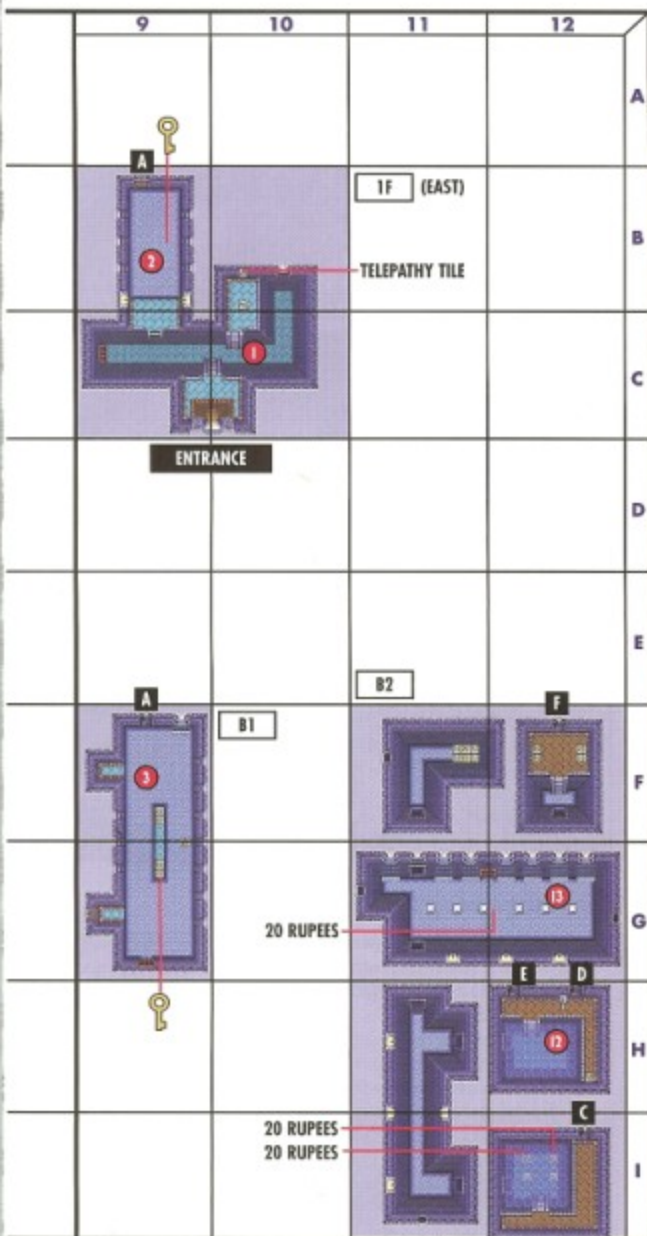


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#### 4 Grab the Third Key and Fill the Canal

You'll encounter another water-canal hallway where a ladder is just out of reach—similar to the palace entrance. You'll need to fill the canal with water. Claim the third key from the canal hallway in section F7 of the map on page 52, then enter the water-switch room also in section F7 by entering the door in section G7. Walk into the switch to move it clockwise. A nearby spigot will spew water and fill the channel in F7 and G7 with water.



You'll bump into jellyfish foes that flash periodically. Don't hit them with your sword when they're flashing, or they'll shock you. Wait until the jellyfish calms down, then strike.



#### 5 Claim the Compass

Head to the northwest corner of the enormous square channel area and move the lower block in section H5 to make a treasure chest appear. Open it to claim the compass.



#### 6 Score the Fourth Key

The fourth key is in a chest in section F3. To get there, head through sections G5 and G4, then enter the north door in G3. After you've claimed the key, return to the palace hub room that spans F5, F6, G5 and G6.



#### 7 Whack the Crystal Switch

Blocks bar your way to the water switch, except for one spot where a spiked ball bounces back and forth. Hit the crystal switch to drop the blocks and release the ball, then hit the switch again to trap the ball between the blocks and the statue. You'll have a safe path through the space where the ball was trapped. Activate the water switch. Don't hit the crystal switch again—let the blocks bar your way in section G4. Head to G3 the way you came.



#### 8 Bypassing the Identical Sets of Blocks

When the water canal in section G3 was empty, you couldn't pass by the immobile blocks. After you've activated the water switch, you can simply swim over them. Head west to discover a similar set of blocks. Push two of the out of the way to pass.



#### 9 Plunge Deep for the Big Key

In the enormous room that spans sections B1, B2, C1 and C2, push the block in the northwest corner of the room upward to open a path to the pit, and jump in. You'll fall to section F1, where you can pop open a chest and collect Rupees. Return to the enormous room, then jump into the pit in the northeast corner to fall to section F2. If you left the blue blocks in section G4 up, the pink blocks should be down. Head east to find the Big Key.

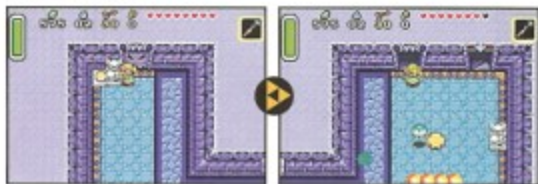


**10 Hookshot Your Way to the Fifth Key**

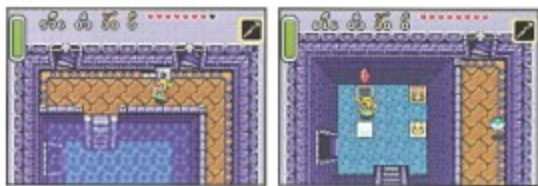
Return to the main palace hub and climb onto the central platform where the chest is. Use the Big Key to open it and grab the Hookshot. Fire the Hookshot at the skull to the immediate east to reach the platform where you'll find the fifth key. Then return to the first platform and fire the Hookshot north to continue onward.

**11 Push the Statue onto the Switch**

In the horseshoe-shaped room, open the locked doors at both of its ends by exposing the door switch under a skull in the northwest corner of the room then pushing the nearby statue onto the pressure-sensitive switch. Leave the room via the door in the northeast corner.

**12 Drain the Flooded Rooms**

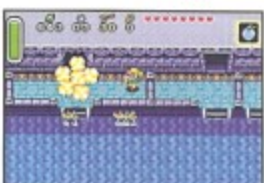
When you're on the right side of the water switch in section H12, walk into its lever and push it clockwise to drain most of the level. Go down the nearby ladder and explore the drained rooms and halls for treasure.

**13 Drench Yourself to Find a Secret Exit**

In the room that crawls with aquatic menaces, push the third block from the left to reveal a chest that contains Rupees. Head out of the room through the second waterfall from the right.

**14 Swim Upstream to Nab the Final Key**

You might be tempted to go with the flow in the room with the rushing water. Swim upstream first and climb onto the northeast ledge to find the sixth palace key, then swim downstream and climb onto the platform where the cracked wall is. Bomb it to discover a cache of great items that will help you with the upcoming boss battle. Then swim farther downstream and unlock the passage that leads to the Swamp Palace showdown.

**Arrghus**

The menace in the Swamp Dungeon is a swollen jellyfish that shields itself with a cloud of puffballs. The jellyfish will periodically send the puffballs swarming out, so keep your distance. You must eliminate all of the puffballs then destroy Arrghus's jellyfish body. When you defeat it, you'll get a Heart Container and another magic crystal!



Pull each puffball toward you separately with the Hookshot, then hack each one apart with your sword. When the jellyfish core is fully exposed, attack it with your sword, arrows or the Magic Hammer.





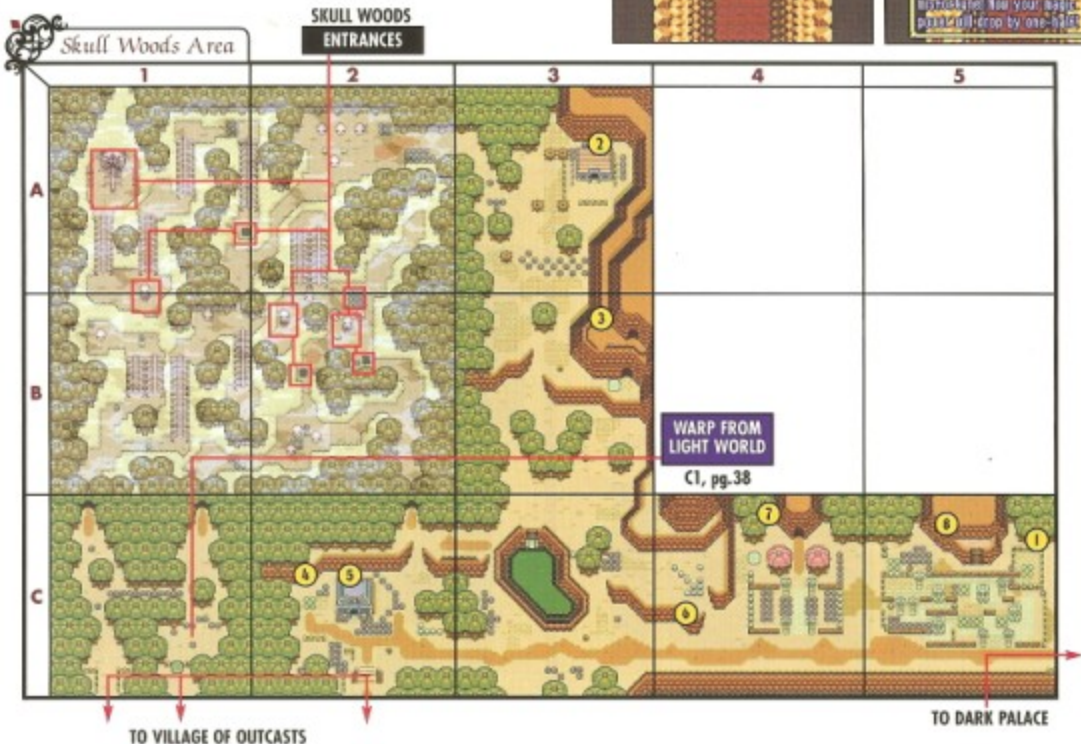
## Skull Woods

The Dark World equivalent of the Lost Woods is chockablock with skeletal remains—as well as pits that open into a vast cavern network. You'll need to rise to the surface and plunge back in many times to crack Skull Woods.



### A Mishandled Curse Doubles Your Magic Power

To survive in the depths of Skull Woods, you'll require lots more magic power, and the Magic Powder and the Magic Hammer are the tools you need to double your magic-power capacity. Head to the smith's house just east of Kakariko Village in the Light World, pound the peg just outside of the smith's door, then leap off the cliff and into the open pit. You'll fall into a cave that contains a mysterious statue. If you throw Magic Powder on it, you'll awaken a strange winged creature that will curse you for bothering it. Fortunately, it will botch its curse. Instead of hacking your magic capacity in half, the creature will accidentally bless you with twice the capacity!



## Hookshot Your Way toward Skull Woods

The crumbled bridge (in section D6 of the Dark World map on pages 14 and 15) may no longer span the river, but you can cross the gap with the Hookshot. Stand on the wooden platform, then fire the Hookshot to the skulls across the river. You'll zip across and be free to explore the Dark World's northern region and enter Skull Woods' bizarre environs.



Hungry pits abound in Skull Woods. Although you can walk by many of them, you'll need to leap into many of them to explore the tunnels fully.



## 1 Sneaky Way to Scrape Up the Cape

In the Light World, the Magic Cape is buried below the tomb fenced off by dark rocks. You can lift the rocks only with the Titan's Mitt. If you don't have it, find the spot equivalent to this one in the Dark World; use the Magic Mirror to teleport within the Light World fence, then see page 17 for details on how to open the tomb.



## 2 Stock Up before You Cut into the Woods

Before you head into the forest, make sure you have plenty of supplies. If you need to stock up on supplies while in the forest corner of the Dark World, stop by the shop to pick up a Red Potion, a shield or bombs.



## 3 Vanish to Make a Piece of Heart Appear

A Piece of Heart is propped on a cliff well out of reach. To reach the cliff, enter the nearby cave and navigate its tunnels, using your Hookshot to cross the otherwise impassable gap. When you reach the bumper that blocks the entire tunnel, don the Magic Cape to turn invisible and pass right through the bumper. Exit the cave to find the Piece of Heart.



## 4 Pry Loose Some Rare Fairies

You can't find many fairies floating around the Dark World, but you can find two under a rock pile. Dash into the pile to smash it, which will release the fairies. They'll fly off fast, so catch them quickly.



## 5 Even Dark-World Psychics Are Helpful

If you need a shove in the right direction, talk to the fortune-teller to receive a hint.

## 6 X Doesn't Mark the Spot

Follow an arrow made of skulls to find a load of Rupees buried near the forest. If you grab your shovel and dig in the spot, you'll witness a Rupee explosion. Collect them before they disappear.



## 7 Heed a Hint That Helps You Save the Day

A major secret is in the Dark World Pyramid. You'll get a hint about it if you chat with the beast that lives in the cave. Hear him out, or you might not be able to save the Light World.

## 8 Take Heart, But Warp First

In the Light World, an unreachable cliff cave holds a Piece of Heart. Climb the ladder in the Dark World to reach the equivalent spot. Use the Magic Mirror to go to the Light World. Then see page 17 for more details.



# Skull Woods Entrances



# Skull Dungeon



## 1 Probing for the Big Key

You can plunge into the Skull Woods tunnels at many points, but start at the entrance labeled D on the Skull Woods map on page 58. Push and pull one of the statues to the pressure-sensitive door switch in room's upper-middle section to open the locked door. Then head north into the next room to claim the Big Key. Watch out for the Wall Master that drops from above—if it grabs you, it'll hurl you back to where you entered in the tunnels.



Move away quickly when a big shadow appears where you're standing—the creepy hand is about to drop on you.

In section C5, bomb the east wall to expose a path to a small room. Inside it, you'll find a strong magic power-up.

## 2 Resurface and Drop in Elsewhere

Go back the way you came, pushing the statue out of your way in section D5. Leave the tunnels via exit D, then wind your way through the forest to entrance E, which is hidden underneath plants. Hack through the vegetable matter, then leap into the small pit to continue your tunnel spelunking.



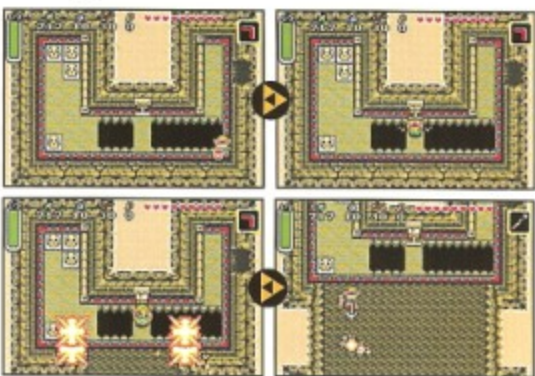
## 3 Bring Down the Cave Wall

The Big Key will open a chest in section D7, and the chest contains an amazing weapon. To begin your bizarre journey to find it, bomb the cracked wall in section C8, then head through the opening.



## 4 Pyrotechnics Lead to the Fire Rod

The star markings in section C8 control what kind of pits you'll find in section C7. But even if pits appear to block your way, you can inch along the wall toward the handle in the center of the room. Pull it to set off an explosive chain reaction that will blow open a southern path to Mini Moldorms—and the Fire Rod.



## 5 Find the Map—and Brief Freedom

Return to section C8, then head south through the short corridor. If pits block your path, step on the star markings to change the pits' placement. In section D8, open the small chest to claim the Skull Woods map. Head west to section D7, return to the surface through exit A then jump into the pit to the southwest.



Your next entrance to the Skull Woods tunnels—entrance C—is just southwest of your emergence point (A). Leap into the unknown to continue your quest.

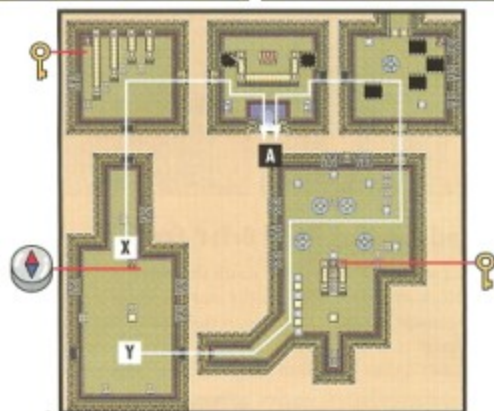
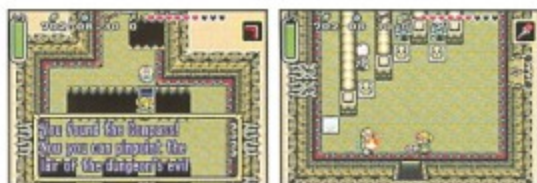
## 6 Outrun the Flaming Barrier

A fiery gate slowly whirls counterclockwise. If it strikes you, you'll lose health and possibly be thrown into the void. Don't dash, but do hurry around it just after it clocks past you.



## 7 Compass in Your Clutches

When you open the chest in section E6 of the map on page 58, you'll get the compass; you'll also trigger the opening of many pits in the room. Leave the tunnels by exit A in section D7. You can choose one of two paths to get to the exit. Select carefully—one path is more treacherous than the other.



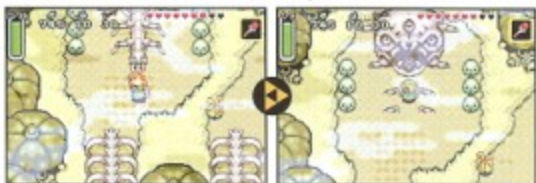
Head for exit A via path X as shown above. You'll encounter far fewer serious challenges to your escape.

## 8 Worming Your Way to the Far Side

When you emerge from tunnel entrance A, make your way through the forest to entrance D. Enter the tunnels, then head west through section D4 to reach D3. There you can enter the room on the other side of the gap in C2, you'll need to fall into the tunnels from entrance G, then use star-marked tiles in C4 to reach the room in section C3. Unless you're exploring for the sake of exploring, however, there's no need to make the effort. The room is a red herring—you'll gain nothing of great value in it.

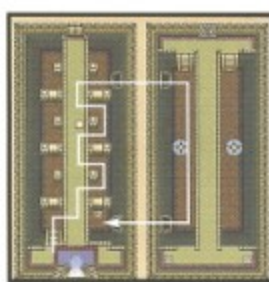
## 9 Torch the Spinal Obstruction

To enter the last stretch of the Skull Woods tunnels, you'll need to break through the spinal barrier covering entrance H. Ignite the Fire Rod at the lower tip of the spine. The whole thing will go up in flames, leaving only the enormous cranial entrance. Step through the skull mouth and continue your exploration.



## 10 If You Don't Have a Key . . .

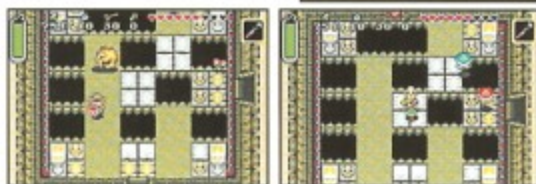
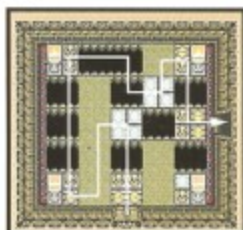
If you've followed our walk-through, you'll own a key to open the door in section E1. If you've gone a different way, you might not have a key. If you don't, go down the ladder and search in the darkness for one.



The ladder will lead to the extremely dark pathways underneath the bridge. Follow the path shown to the left to reach the chest that contains a spare key.

## 11 Navigating by the Stars

Every time you step on star tiles, pit positions change. Follow the path shown to the right, stepping on the star tiles along the way, to reach the door on the east side of the room. Watch out for the Wall Master that drops periodically.



## 12 Equip Yourself with Better Firepower

Light four braziers in the long hall to open the northwest door. Unfortunately, all four must be lit by the time you reach the door, or else the door will slam shut. One of the braziers is on the other side of a pit. Don't use the lamp—use the Fire Rod to do the job more quickly and from long distance.



## 13 Slash through the Overgrown Roots

The trees in the twisted forest above did their best to keep you from moving ahead in your quest—and their roots attempt a last-ditch effort to confound you again. Slash through the roots on the north wall to find a door.



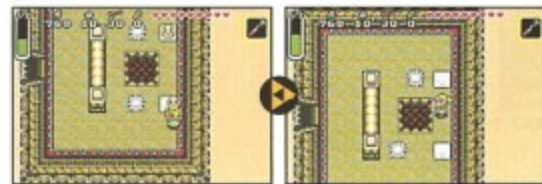
## 14 Unwrap the Last Key

Eliminate the mummy to grab the key that it carries. It requires the most hits, so destroy the other foes first if you need breathing room. The falling hand is still a menace—so keep an eye out for its shadow.



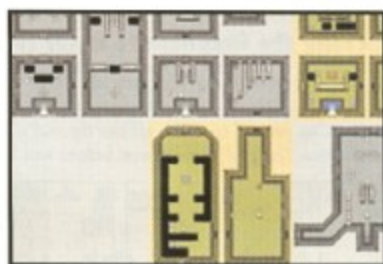
## 15 Bravely Face the Dark Void

In the final room that stands between you and the ultimate evil that's rooted deep in Skull Woods, you'll need to reach the pit and jump into it. Two spiked balls bounce back and forth between the fence and the skulls, and it will be difficult for you to squeeze through without getting hit. Remove the skulls to give yourself more space.



## Need a Helping Hand?

Not all caverns and tunnels in Skull Woods are plagued by the evil Wall Master. The hand doesn't enter the rooms shown below in color.



## Mothula

Mothula is an abomination—and so is the room in which you must defeat it. The entire floor acts as a conveyor belt, moving in one direction for a while then moving in another. Furthermore, the walls are covered with spiked balls that hurtle across the room. If you defeat Mothula, you'll get a Heart Container and another magic crystal!



Although you can use the Fire Rod against Mothula, chopping it with the sword is a faster road to victory. When it spews energy down the screen, race above it to find less-lethal floor space.





## Thieves' Town

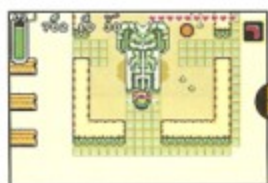
Your quest takes you to the Village of Outcasts. Though its citizens deal out their fair share of tricks, the secret underground society known as Thieves' Town has more lethal mischief in mind.



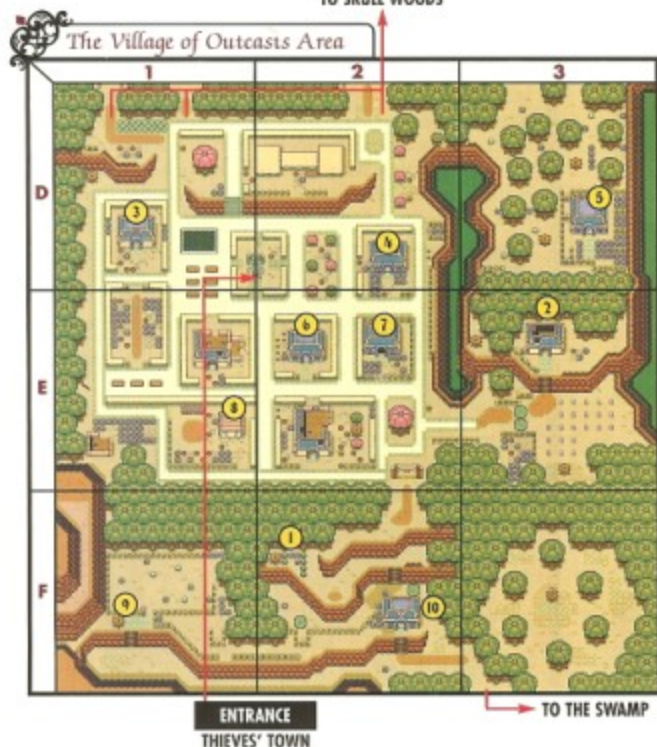
### Defang the Gargoyle to Enter the Town

In the center of the Village of Outcasts stands an ominous statue of a mighty gargoyle that's armed with a toothy pitchfork. Pull on its prongs to break off the tip and reveal a passage that leads into Thieves' Town! Even before you break into Thieves'

Town, you'll bump into thieves in the village. That is, they'll bump into you—and shake you down for items. Then they'll scamper around and pick them up. You can't defeat the thieves, so avoid them instead.



TO SKULL WOODS



When you're in the village in either world, don't attack the chickens. They're a little bonier in the Dark World, but both varieties will get their revenge on you in the worst way possible if you abuse them.



In the Dark World, some trees will speak to you if you dash into them. Some won't appreciate your headlong attacks on their trunks, but others will give you hints.

## 1 Sharpen Your Sword with the Smiths

In the Dark World, you'll find a froglike creature lollygagging south of the Village of Outcasts. Using the Titan's Mitt, pull up the dark stones that separate you from the creature. He'll explain that he's been separated from his swordsmith brother in the Light World. He'll follow you, so use the Magic Mirror to go to the Light World, then lead him back to the smith's house east of Kakariko Village. Once reunited, the brothers will upgrade your sword for you.



You'll need to leave your sword with the brothers for a short while as they upgrade it to the Tempered Sword. You won't be able to attack with the B Button while they're tempering your weapon, so make your time apart short. Just explore Kakariko Village a little bit, then return for your shiny new sword!

## 2 He's Got a Thief Bottled Up Inside

To acquire the bottle in the Dark World, use your Magic Hammer to pound the pegs that block you from the house just east of the Village of Outcasts, then touch the locked chest that's inside. It will follow you. Step outside, then use the Magic Mirror to go to the Light World. Lead the chest to the anonymous man—who's truly a lock-picking thief. See page 29 for details on where to find him.



## 3 Gamble for a Piece of Heart

Pay 20 Rupees for the privilege of opening two of many chests in the house. All contain a prize, and one has a randomly placed Piece of Heart. Once you win the grand prize, you won't be able to find more of them.



## 4 Burgle a Bounty of Rupees

Enter the house on the eastern side of the Village of Outcasts and open the chest to collect 300 Rupees. It's an amazing catch, considering how much work you usually need to do to get Rupees.

## 5 Shield Shop

A thieving creature scuttles around the village. If he touches you, you might lose your shield. If you do, defeat the pest to win it back. If he gets away and leaves you bereft of your shield, head to the shield-selling shop to buy it back. If you lost a Red Shield, you won't need to buy a basic shield and worry about upgrading it—the shop sells a Red Shield. Enter the shop by leaping over its fence.



## 6 Make a Winged Purchase

An outcast merchant sells bees and fairies, which you can purchase if you have a bottle. He won't sell his Golden Bee, however. You can catch one on the eastern shore of Lake Hylia—see page 27 for details.



## 7 Stock Up at the General Store

Don't think of heading into Thieves' Town unless you're equipped to the hilt. Pick up bombs, potions and a shield if you need them.

## 8 Bomb for Another Bounty of Rupees

You'll need to do a little more work to find a second 300-Rupee stash. Bomb the structure's wall to find a secret storehouse.

## 9 Dig Frantically for a Piece of Heart

If you pay the creature 80 Rupees, he'll give you 30 seconds to dig for prizes—and one of them is a Piece of Heart. Once you've found it, you can never find it buried again.



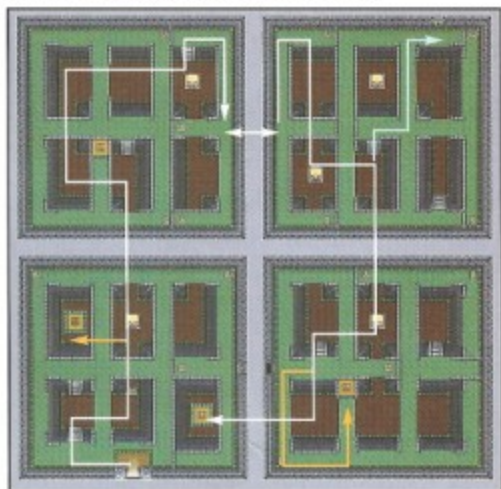
## 10 Blow Cash at the Shooting Gallery

The gallery operator will give you five shots at the targets for 20 Rupees. Know what you're getting into if you shell out the cash—you'll win only a Rupee prize (not an impressive item) if you hit all five targets.



## 1 Through the Bowels of Thieves' Town

The sordid underground town guards its inner rooms with a twisting maze. Follow the white path shown below to squirm through the maze and its underbelly to find the Big Key. Take the brief detours marked with yellow arrows to nab the compass and the map. When you've collected the dungeon-crawling essentials, head to the maze exit in the northeast corner via the path shown with the blue arrow.



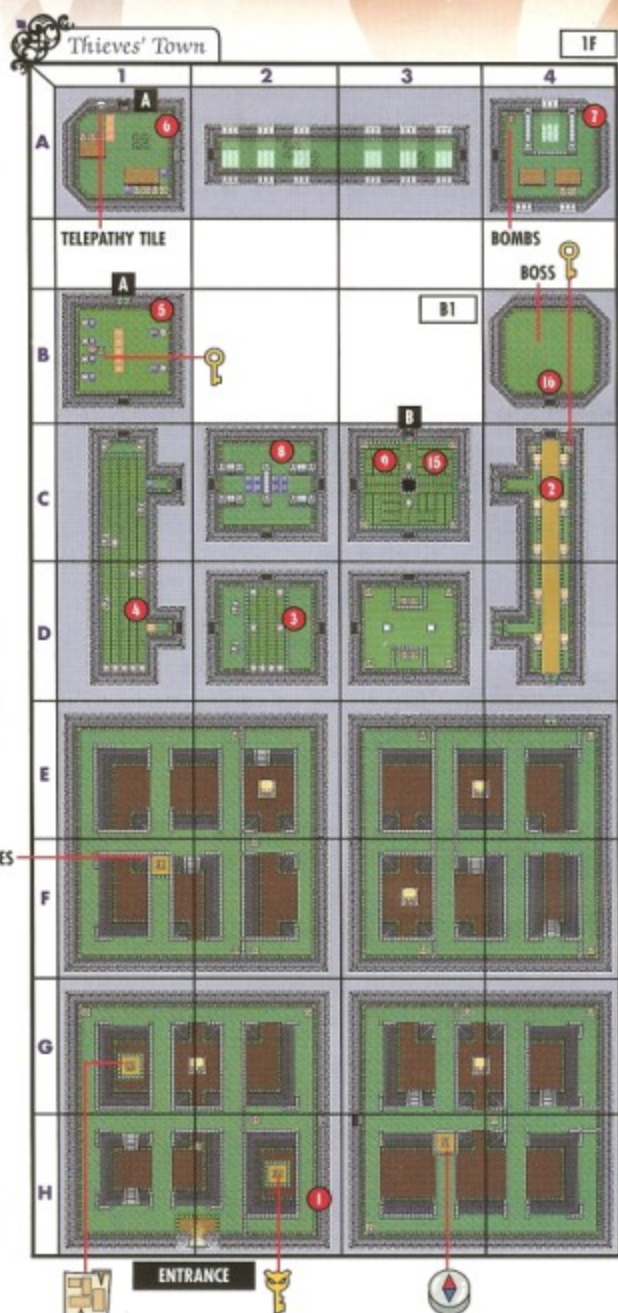
To cross into the northeastern quadrant of the maze, bomb the cracked wall in section F2 of the map shown to the right.

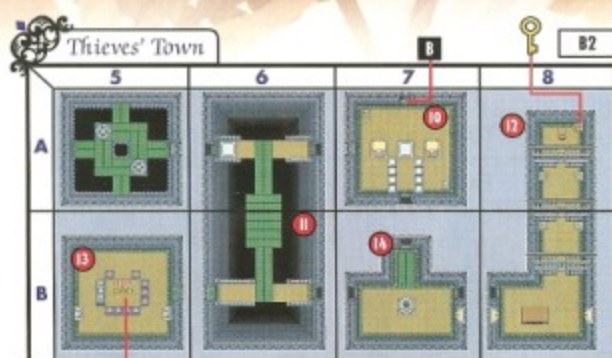


Run away if a flashing energy ball flies toward you. If it touches you, you'll temporarily transform into your Dark-World self—a defenseless bunny.

## 2 Uncover the First Key

Head up the long hallway in sections D4 and C4 to its northern end. Find the first key under a skull. If you encounter a skeleton, back it into a corner so it will have nowhere to jump when you attack it.





TITAN'S MITT

## 6 Break through the Blocks

Use the block switch in B1 to toggle the blue and pink switches in the room. The pink blocks bar a telepathy tile—touch it to hear a hint about how to defeat the town's boss. The blue blocks bar a series of skulls, one of which covers the door switch. The room contains two traps. Don't pull the wall switch, or you'll free a squirming mass of enemies. And don't bother bombing the cracked floor—it won't break open and you'll merely waste precious bombs.



If you pull the switch, skull-headed snakes will drop into the room. Though they're easy to destroy with a few sword swipes, it's better to leave the switch alone.



## 3 Conveyor Calamity Preview

Conveyor belts take up a portion of the floor space. Two belts lead north, and two lead south. Before you tread onto them, study their directions then wait until the whirling foes are far away. Step onto the belts but steer clear of the stationary spiked balls.



## 4 The Major Conveyor Crisis

In the long hall that spans sections C1 and D1, conveyor belts push you south—which makes getting to the north door while sidestepping enemies that much harder. If you need to take a breather as you move up the hall, let the conveyor belt drag you to a statue. Pepper the speedily whirling Anti-Fairy with Magic Powder to transform it into a fairy, then collect it.



## 5 Switch with Safety

To open the locked door in section B1, collect the key underneath the skull. You'll need to use the switch to raise and drop the blocks in section A1. To do so more safely, drop a bomb next to the switch then run to the top of the room. When the spiked balls are released from behind the blocks, you'll be well out of harm's way.



If the spiked balls are trapped behind the blue blocks, bomb the crystal switch to stay out of harm's way when you release them. If the spiked balls are free and bouncing between the walls, use your boomerang to activate the switch.

## 7 Flood the Dungeon with Light

Light streams into the room in section A4 through a window on the north wall. Bomb the floor to allow the light to fall into the room below—the one in section B4. Drop a bomb, then pick it up again and hurl it into the fenced-off area to blast the cracked floor. If you need more bombs, open the chest in the room.



## 8 Drop the Blocks

The room in section C2 is a hub that allows passage in several directions—if the blue blocks are down. Use the block switch in section B1. Head east through the door to access the town's deeper areas.



## 9 Survive the Conveyors via Hookshot

Equip the Hookshot immediately when you enter the room with the chaotic conveyor-belt patterns. Use it right away to paralyze the enemies in front of you, then use your sword to destroy them. Use the Hookshot again to latch on to the skulls and move to the corners. The southeast skull covers a door switch.



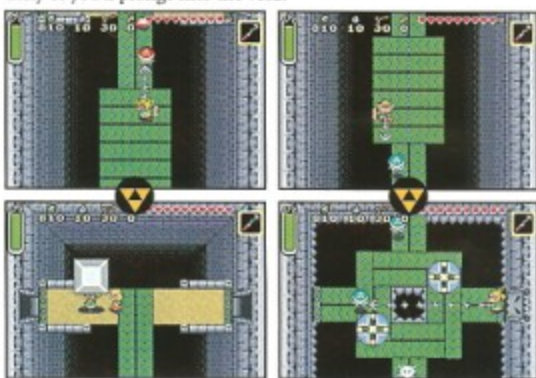
## 10 Clear the Room

When you first enter the room in section A7, defeat all of the enemies to open the western door. The skeleton will leap every time you swipe your sword at it, so back it into a corner with your sword. It will have nowhere to flee to when you deliver the last few blows.



## 11 Spanning the Conveyor Bridges

Many conveyor bridges are in sections A5, A6 and B6, and the Hookshot is the best way to navigate them while stunning foes as you go. You'll pass through this area several times, especially after you've rescued the girl in section A8. Move carefully and deliberately or you'll plunge into the void.



Although you can enter the room in section A5 by hurling away the massive block, it's more trouble than it's worth. You'll gain nothing in the room, and you'll need to eliminate all of the enemies to unlock the single door.

## 12 Rescue the Mysterious Maiden

Head to the far north end of the prison in sections A8 and B8. You'll find a treasure chest that contains the key—which opens the door that leads to section B5—and a mysterious girl who will ask you to lead her out of Thieves' Town. She'll follow you wherever you go, but don't blindly follow her instructions. Not yet—there's much more to accomplish first.



### 13 Muscle Up with the Titan's Mitt

The chest in B5 contains the Titan's Mitt, but you'll need to pound down the molelike creatures with the Magic Hammer to reach the chest and unlock it. Do so quickly—the floor tiles will start to fall and block your exit if you don't run out within a few moments.



### 14 Shortcut to Freedom

Rather than spend a lot of time you don't have in the conveyor belt room, head back to the upper levels of the town via section A7. You can hurl the massive block out of your way and leave through the north stairway.



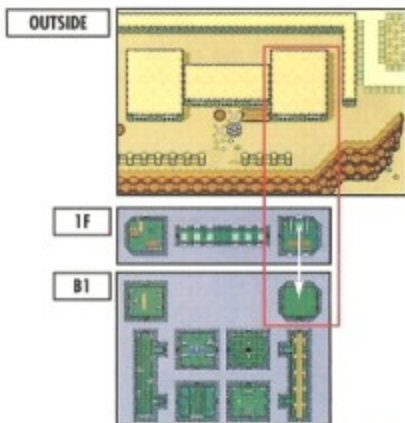
### 15 Reveal the Second Shortcut

Your town raid has demanded a lot from you. So rather than take the long way back, go to section C4 more by tripping the door switch that's under the skull in the northeastern corner of section C3.



### Subvert Thieves' Town with Sunlight

Some denizens of the criminal underworld can't stand the sunlight. Fortunately, there's a sneaky way to put a powerful spotlight where it counts—in section B4 where the Thieves' Town finale occurs. Bomb the floor in section A4 to let the sun shine in.



### 16 Maiden . . . or Mayhem?

The maiden that you rescued is difficult to please. She wants you to lead her out of the town, but she refuses to exit through the door you first came through. If you enter the room in section B4 and you've illuminated the room with light from A4, you'll find out why—she's extremely sensitive to sunlight.



If you head through the town's main exit, the maiden won't follow you through the opening. She'll return to her cell in section A8 and wait for you, which is a fairly odd response for a rescued maiden.

### Blind the Thief

When exposed to sunlight, the maiden transforms into Blind, the town boss. Strike its head with your sword until its head comes off. The decapitated head will fly around while the body grows another head. Avoid the flying head and strike at the body's new head. Continue decapitating Blind with your sword until he falls once and for all. After you defeat Blind, you'll get a Heart Container and a crystal.



Wait until Blind drops to the southern half of the room to get a better shot at his true head—you'll have more room to move.





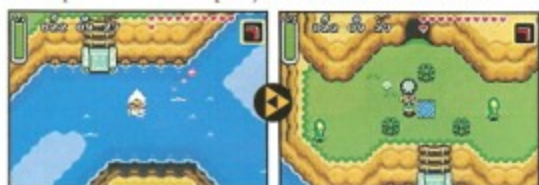
## Ice Palace

A nearly impregnable fortress rises from the Dark World lake's chilled waters. Icy abominations haunt its chambers, and their chilly reception may result in your final deep freeze.



### Warping Is the Only Way Inside

You can bang your head on the Ice Palace walls all you like, but you won't break in—unless you travel via the Light World. Use the Magic Mirror to go to the Light World, then swim to the island and pick up the dark stone with the Titan's Mitt. You'll discover a Dark World portal that will teleport you inside the fortress walls.



### 1 Back to the Light World for a Heart

A Piece of Heart is propped on top of a rock that rises from Lake Hylia in the Light World. To get to it, swim into the stone circle in the Dark World, use the Magic Mirror then consult page 27 for more details.



### 2 Visit the Great Fairy

Bomb the wall to create an opening that leads to a Great Fairy—she'll heal your wounds.

### 3 Glad Hand for a Hint

A small hand is hiding inside a cave near the Dark World lake. Talk to the hand—he'll speak about a thief he knew when he lived in the Light World.

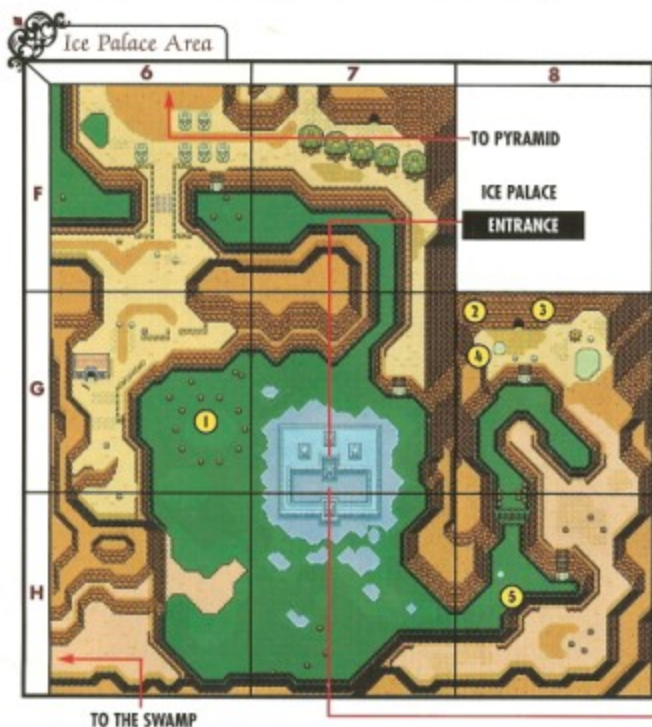
### 4 A Telepathic Tip

Hurl the big stone aside to reveal a stairway that leads into the earth. Inside, don the Magic Cape to pass over the spiked floor unharmed, then touch the telepathic tile to learn how you can gain a magic recharge when fighting battles with two of the magic weapons in specific combination.



### 5 Whirlpool Warp to the River

The Whirlpool Warp in the Dark World lake will transport you to the upper regions of the river—see page 45 for more details about the paired Whirlpool Warps.



WARP FROM  
LIGHT WORLD  
G7, pg. 26

Ice Palace

	1	2	3	4	
A			TELEPATHY TILE		1F
B					B1
C					
D					
E			TELEPATHY TILE		B2
F					
G					
H					B3
I					
J					

	5	6	7	
A				B4
B				
C				B5
D				
E				
F				
G				B6
H				
I				
J				B7

### 1 Fire Up the Fire Rod

You haven't needed to use the Fire Rod much since you acquired it. Dust it off when you enter the Ice Palace. A frigid foe will pull itself off the wall and attack you, and the only way to destroy it is to use the Fire Rod.



### 2 Sheathe Your Blade for the First Key

The jellyfish creatures periodically flash—a dangerous time to strike them with your sword. Use your Hookshot instead. With it, you can strike them at any time. One of the jellyfish holds the key to the north door.



### 3 Step onto the Ice Switch

In the ice corridor that stretches in several directions in section C1 of the map on page 69, head to the lower southwest corner and step on the indentation in the ice floor. The nearby door will pop open.



### 4 Clear the Ice for the Compass

In section C2, push the center block to the east, then—once it's out of your way—head through the south door. In section D2, fanged fowl bellyflop on the ice and skid toward you. Equip the Hookshot—with it, you can destroy the creatures with only one strike. Eliminate them all to get the compass.



### 5 Skid toward the Door Switch

Return to section C2, then push the center block north to expose the passage east. Open the east door by stepping on the floor indentation. In section C3, lift the skull to reveal the switch for the east door. The floor is slippery, so watch your footing.



### 6 Finesse Your Way Down with Bombs

Returning from the east to the hub in section C2, you'll be able to trip the floor switch then push the block west to open the north passage. Enter the room in section B2. Hit the crystal switch to drop the blue blocks. Plant a bomb beside the switch then run to the north side of the room—when the bomb detonates, the pink blocks will drop. Bomb the floor in the center of the room then leap into the resulting pit.



### 7 Blow apart the Bone Piles

To open the south door, you must vanquish two Skeleton Knights that drop into the room. The telepathy tile will hint that you must use your sword in combination with another weapon to defeat them. Swipe the knight once then plant a bomb in the bone pile, or else the knight will reassemble itself and soon rise again.



### 8 Slip and Slide for the Second Key

The entire floor in the vast chamber that spans sections F1 and F2 alternates between moving left and right for several seconds. Compensate for the movement as you maneuver through the room—you won't want to shift direction suddenly and hit a spiked wall. One of the enemies carries the key to the south door.



### 9 Tread Quickly and Carefully

If the pink blocks bar your way, return to section F1 and smack the crystal switch. A fire obstacle turns clockwise around the room. Hit the switch in the southwest corner to open the door on the east wall.

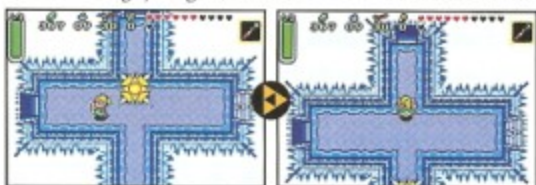


### 10 Descend into the Icy Depths

Take the stairway in section G2 to the lower level. You'll descend into an ice room filled with more fanged fowl. Haul out your Hookshot and batter away at the crew until they're all eliminated. The north door will open.

### 11 Cheat the Thorn Cluster

When you first enter the north-south part of the hallway intersection, a thorny thing will race toward you. Stand on the doorstep as it races toward you. It won't hit you. Follow it as it heads up the hall. Step back and forth into the east-west hall to cause the thorn cluster to charge you again, then move around it and head north.



### 12 Don't Panic—Just Plummet

Soon after you step into the room in section H2, the floor will begin crumbling. You could attempt to make a safe spot to stand on by removing a skull from a stable floor spot, but just let the crumbling floor take you down to section A6.



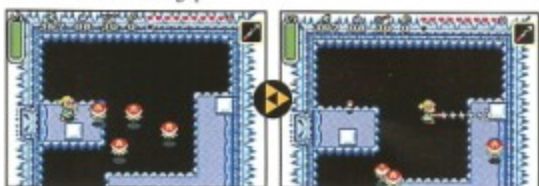
### 13 Skip the Ice-Skating Competition

In the ice chamber that spans sections A6 and B6, use the Hookshot both to eliminate the fanged fowl and to maneuver through the room. You'll move without slipping around if you hook onto a skull. If you need to open the southwest door, trigger the switch at the south end of the room.



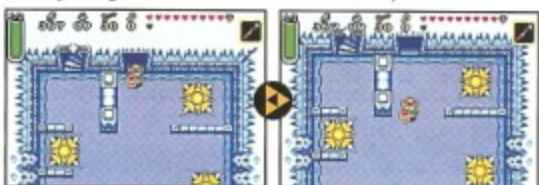
### 14 Push Your Hookshot to the Limit

Head into the chasm room in section A7. Red jellyfish creatures float around the room. Strike them and the minifoes that split off from their bodies with your Hookshot, then fire at the block across the void to cross the gap.



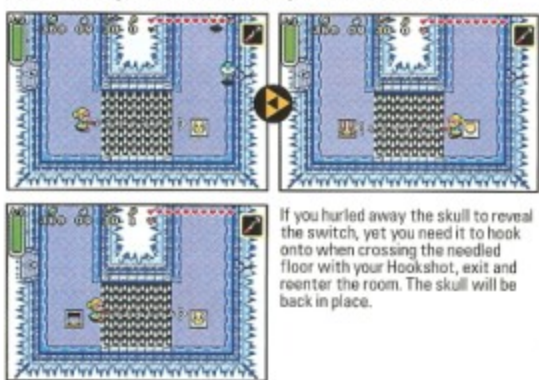
### 15 Thorny Ambush

Don't linger in the lower part of the room, which is filled with more thorny clusters. They'll rush toward you if they sense that you're nearby. You must outrun the top two as you run around the corner when passing between the door and the stairway.



### 16 Fly over the Spiked Floor

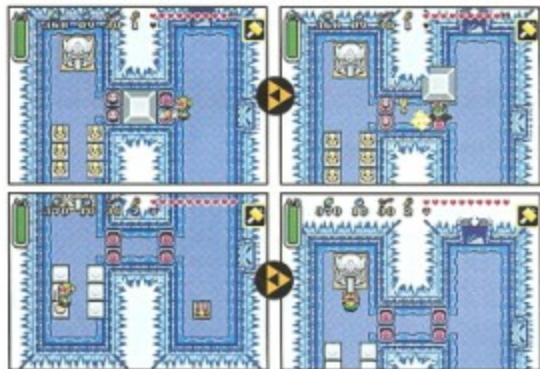
Although you can pass over the spiked floor in section I3 by donning the Magic Cape, don't waste your precious magic power on the solution. Instead, use the Hookshot to soar to the west side. Then step on the switch under the skull to make a chest appear where you came from. Use the Hookshot again to soar back to that area, then use the implement one more time to fly to the eastern side of the room. Head upstairs via the stairway in the northeast corner.



If you hurled away the skull to reveal the switch, yet you need it to hook onto when crossing the needled floor with your Hookshot, exit and reenter the room. The skull will be back in place.

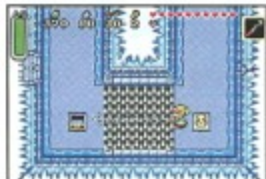
### 17 Pilfer the Map and the Third Key

Pound the molelike creatures into the floor with your Magic Hammer, then hurl the massive central block away to find a key. Uncover and step on the switch in the southwest corner to make a chest appear in the room—open it to gain the palace map. Pull the statue's tongue to open the east door. While you're accomplishing all of those tasks in such a tight space, Skeleton Knights will attack you. Slash them with your sword first, then bomb their bone piles.



### 18 Bag the Big Key

In the tiny hall in section F4, climb the ladder to section C4 to discover the Big Key in a chest. Return the way you came—back to the spike-floored room—then unlock the west door.



### 19 Skid or Hookshot to the Ladder

A fire blade turns clockwise around the room. Run around it and avoid sliding much. A safer but slower method is to use the Hookshot to maneuver to the north end of the room then run south.



### 20 Blast Open a Second Pit

Earlier in your Ice Palace adventure, you entered section B5 via its east door. You had to plunge into the pit that barred passage. Once you're within the room, bomb the floor and leap into the new pit.



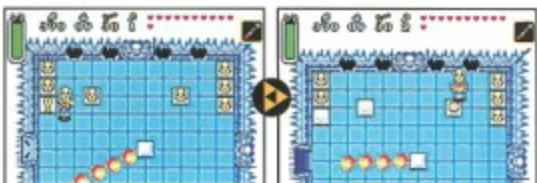
### 21 Suit Up with the Blue Mail

If you leap into the bomb-opened pit in section B5, you'll fall into a room that you've been in before—but you'll be on the other side of the barrier that blocked you from a chest. Open it to get the Blue Mail. Push the blocks out of your way to head east.



### 22 Swipe the Third Key

Head into section E7 via E6. Pull up the skull nearest the door to reveal the third key. Grab it, then race across the room—while avoiding the turning fire blade—to reach and hurl away the skull shown below and reveal the door switch.



### 23 Slide Past the Flame Blade

The flame blade that turns clockwise doesn't leave much room for you to find safe footing. As the blade passes you, race behind it. Monitor your momentum so that you don't plunge off the edges.



### 24 Grab the Fourth Key

Use your Hookshot to eliminate all of the enemies in the room, then throw aside the skull in the southwest corner to find a switch. Step on it to reveal a chest that contains the fourth key for the Ice Palace.



### 25 Ice Pit Déjà Vu

Head up the stairway to section C6, then enter section B6. Trip the door switch under one of the skulls in the southeast corner of the room, then go through the west door to return to section B5. Jump in the pit yet again.



## 26 Plunge Even Deeper into the Palace

After your latest fall into section E5, head east to section E6 then enter the north door to find a room with several red jellyfish and a Skeleton Knight. Head down the stairs to access the lower level of the palace.



## 27 Transform a Foe into a Fairy

In section G6, throw a handful of Magic Powder on the whirling enemy to transform it into a fairy. You're approaching the Ice Palace's final showdown, and stocking up on fairies will help prepare you for it.



## 28 Smack the Block Switch

Hit the crystal switch in section H7 to drop all blue blocks in the palace, then head all the way back to section E6. (To get back, go through H6, G6, D6, E6, E7, F7, F6, C6, B6, B5 and E5.)



Along the way, you'll find that the blue blocks in section D6 have also dropped. Leap off the exposed edges to fall into a hidden fairy-fountain area.

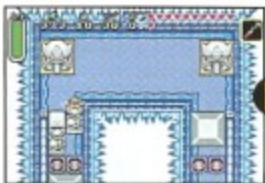
## 29 Backtrack to the Boulder

When you reach section E6, you'll see that the blue blocks, which barred access to the massive block, have dropped into the floor. Hurl the massive block away, then leap into the pit it concealed.



## 30 Wreak Havoc in the Statue Room

After you fall into section H6, head south into section I6. The door will shut behind you. Pull the right statue's tongue to reopen the door. The pit that drops into the Ice Palace boss's chamber is in the southwest corner under the massive block. Pull the right statue out of the way to access it, then hurl the block aside and jump in.



## Kholdstare

Your plunge into the final Ice Palace pit takes you into Kholdstare's lair. The monster at first will shield itself in ice while chunks drop from the ceiling. Melt the protective ice with Fire Rod blasts. Three cloudy eyeballs will whirl around the room as chunks continue to fall. Finish off the eyeballs to gain a Heart Container—and another crystal!



Use the Bombo's spell to do some initial damage in Kholdstare's lair, then use the Fire Rod to continue your assault against the eyeballs. If you run out of magic power, slice the eyeballs with your sword.





## Misery Mire

Sealed off from the rest of the Dark World, Misery Mire seethes with strong monster magic. Link steps into the slimy muck with unwavering bravery.



### Harness the Power of Ether

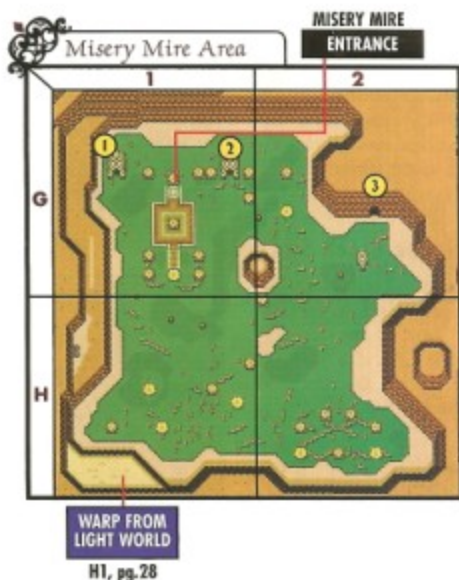
The Misery Mire dungeon is sealed by the same evil magic that creates the strange rain storm in the area. Only an ancient magic can counter the powers responsible. Link will need to summon the power of Ether to break the seal. Travel to the Light World to find the Ether Medallion in A4 atop Death Mountain.



Link can enter Misery Mire only by using a warp in the Light World. Play the flute to call the bird, then fly to the sixth warp point (see page 75). Pick up the dark stones with the Titan's Mitt and step onto the warp. Once in Misery Mire, stand on the platform to the dungeon and cast Ether to open the gate.

### 1 Puzzling Piece of Heart

In the northeastern corner of Misery Mire is a mysterious cavern with a treasure-chest puzzle. To reach both chests, Link must push the blocks in the directions shown on the right. You'll get a Piece of Heart and 20 Rupees.



### 2 Great Fairy of the Mire

A Great Fairy has taken sanctuary from the storm in Misery Mire. Step inside her fountain to dry off and restore your health.

### 3 Rain, Rain, Go Away

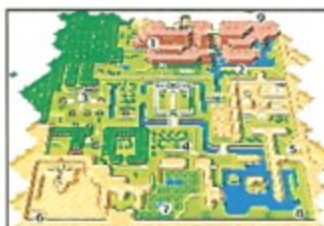
The strange yet friendly storyteller in Misery Mire's northeastern cave will offer Link some insight for 20 Rupees. The little creature reveals clues about how to stop the rain and enter Misery Mire dungeon.



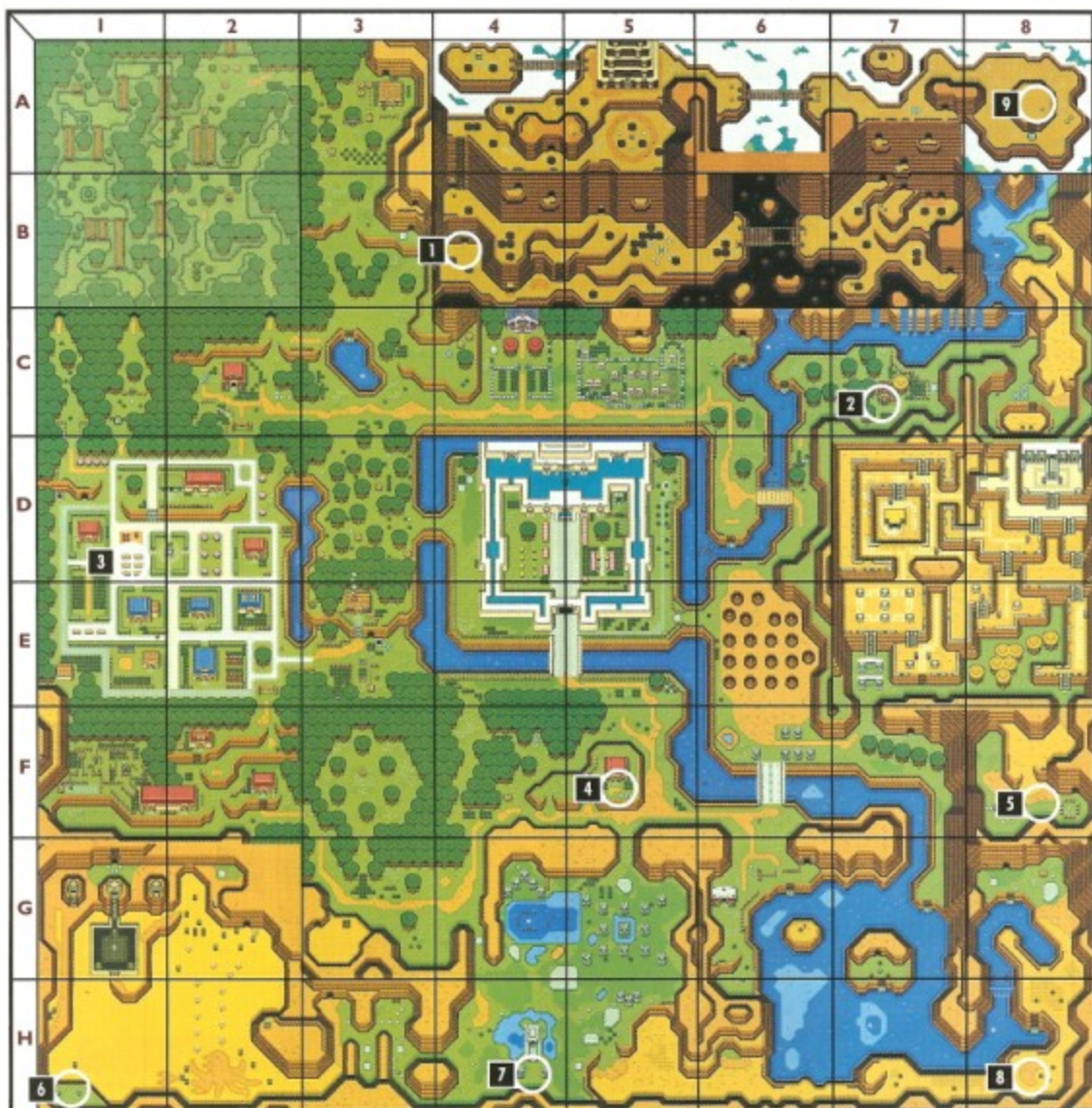
Misery Mire's native monsters have adapted well to the swampy environment. Travel in the shallow waters and use your sword to ward off the slithery fiends.

# The Light World—As the Bird Flies

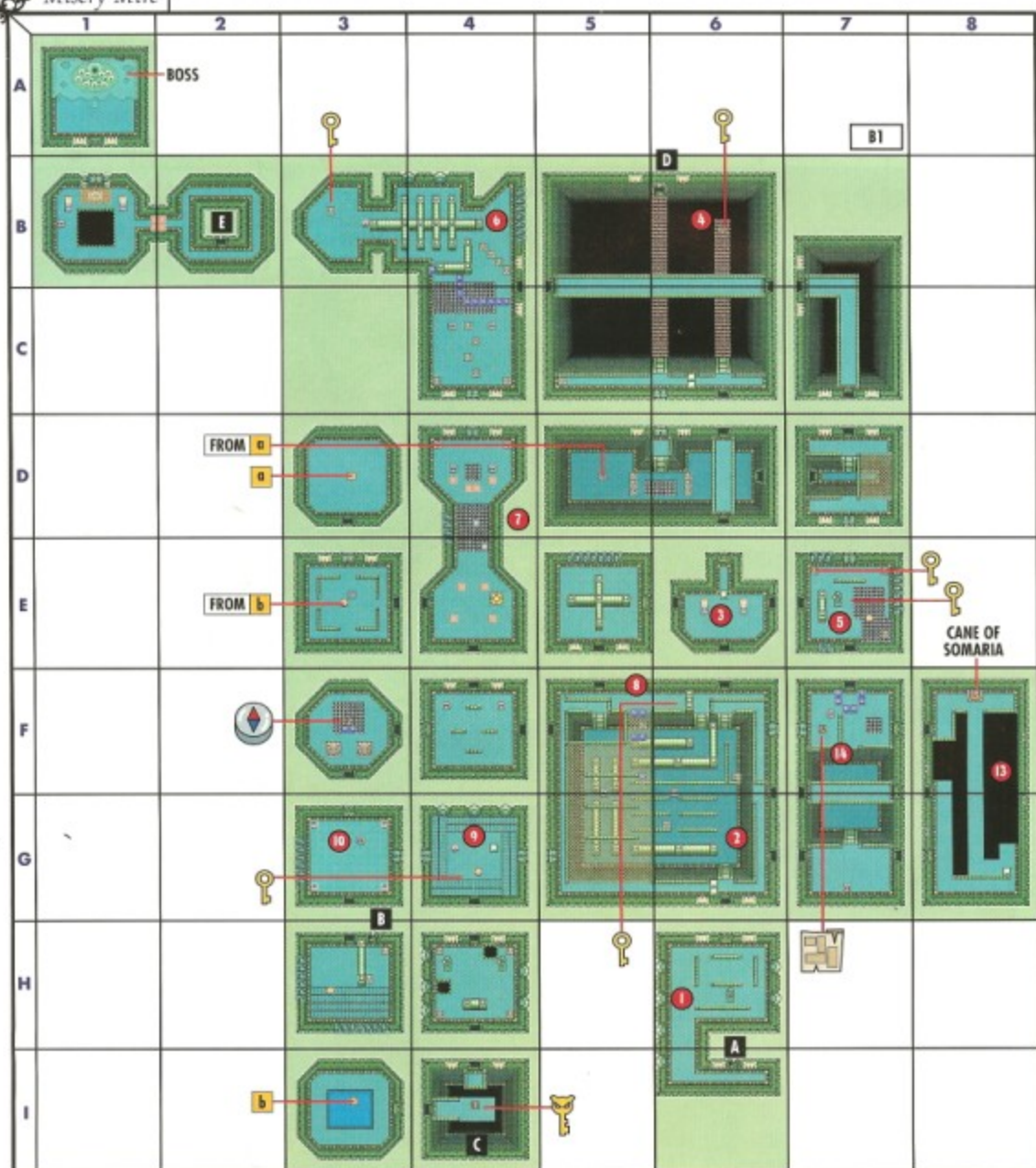
With a short tune on his flute, Link can summon the bird while on the field. The bird will swoop down and pick up Link, then fly him to various locations of Hyrule in the Light World. See page 21 for details about getting the bird. The sixth location is the most important—it's the only way Link can enter Misery Mire in the Dark World. The ninth location will appear after you've opened Turtle Rock dungeon.



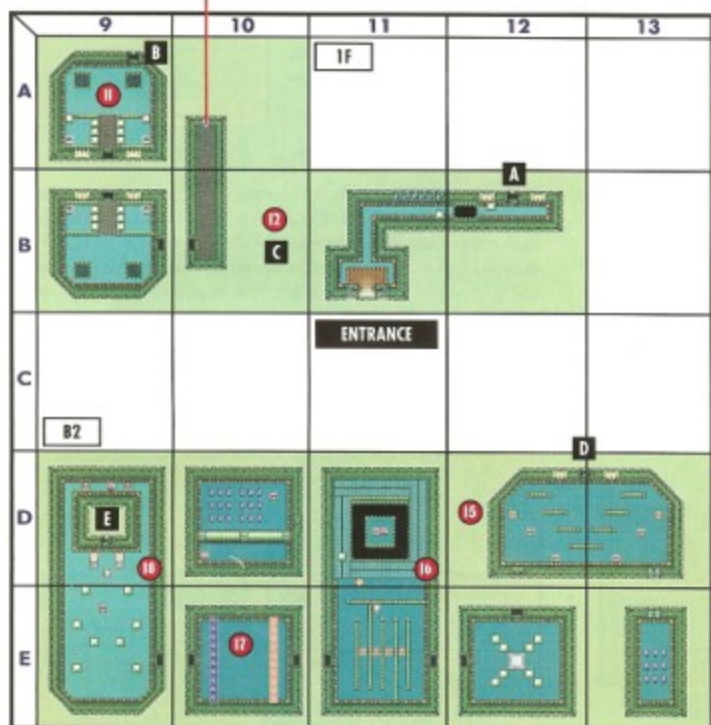
- 1 DEATH MOUNTAIN ENTRANCE
- 2 MAGIC SHOP
- 3 KAKARIKO VILLAGE
- 4 LINK'S HOUSE
- 5 SOUTH OF EASTERN PALACE
- 6 SOUTHWEST OF THE DESERT OF MYSTERY
- 7 SWAMP RUINS
- 8 SOUTHEAST OF LAKE HYLIA
- 9 DEATH MOUNTAIN'S EASTERN POINT



# Misery Mire



### TELEPATHY TILE



### Hookshot to Safety

Misery Mire is riddled with traps, pitfalls and tough monsters. Link will utilize his Hookshot a great deal in the dungeon. Start out by grappling across the crevasse in room B12, then go down the stairway labeled A to room I6. You must defeat all the enemies in room I6 to open the door that leads out. Wait for Wizzrobes to materialize, then strike.



Wizrobes fade in and out of sight, casting black magic in any direction they face. Wait for a Wizrobe to appear, then quickly strike it with your sword. Avoid standing in front of them.

## 2 Maze of the Mire

Parts of Misery Mire are constructed as intricate mazes to confuse those who enter. Work your way through the lower area of the room and go through the upper-right door.

### 3 Clear the Passage

Defeat the enemies in the room, then push aside the block that sits in the way of the center passage. You may need a few pushing attempts to avoid the fireballs that fly at you. Run through the center door when it opens.



Room E5 is nothing but a dangerous trap. The monsters inside are particularly tough and you must defeat them to get out.

#### 4 Dead-End Key

Walk down the wooden catwalk in room B6 and open the small treasure chest for a key. Work your way to room E7 and use the key to unlock the door.

## 5 Magic-Cape Moves

Defeat the enemies in room E7, then slip on the Magic Cape. Pick up the skull in the bed of spikes to reveal a switch. Step on the switch to make a small treasure chest appear. Open the chest to pick up a key, then use the key to advance through the locked upper door. The Magic Cape takes a bit of magic away while you wear it, so watch your Magic Meter.



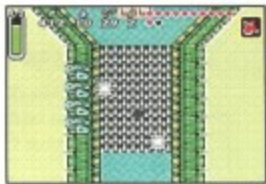
## 6 The Skull Holds the Key

From E7, head up through rooms D7, C7 and B7, then continue left until you reach room B4. Defeat the enemies and forge your way over to room B3. Pick up the skull in room B3 to find a key, then hit the crystal switch so that it changes to pink. Use the key on the locked door at the bottom of C4 to enter room D4.



## 7 Creep by with the Cape

Walk up to the section of spikes in room D4 and don the Magic Cape. Activate the cape and walk safely across the spikes to appear in room E4. Not even the moving spikes can hit Link when he's invisible.



## 8 Switch for a Key

Walk through room F4 to appear on the left side of room F5. Walk along the chain-mesh floor to the four lowered blue blocks. Pick up the skull and step on the switch to make a treasure appear. Open the chest for a key.



## 9 Hookshot Hunting

You can use the moving walkways that run around the outer floor of room G4 to your advantage. Use the sword if an enemy is close, or stand on the moving walkway and use your Hookshot from afar. Defeat all the enemies for a key, then enter room G3.



## 10 Tile Trap

When Link steps into room G3, the doors will slam shut and tiles will fly at him. Light each torch with the Fire Rod or lamp. Once all four are lit, the doors will open. Go down to room H3 and follow the stairs labeled B to room A9.



## 11 Four-Torch Sprint

The telepathy tile in room A10 instructs Link to light four torches to open the way forward. The torches lie in rooms A9 and B9. In both rooms, move the two outer blocks toward the torch and the middle block up one, as shown below. Once all four sets of blocks are in position, quickly light the four torches to open the secret path (C) in room B10. If you make a mistake while moving the blocks, climb back up the stairs in room A9. The blocks will reset to their original position.



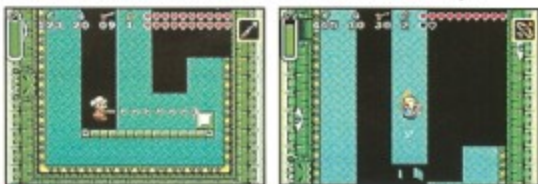
## 12 Big Key

Jump into the hole where the C is marked in room B10 to land in room I4. Go to room I3 and open the small treasure chest to find the Big Key. Go left into room I3 and step onto the warp tile to be transported into room E3. Exit through the right door and go through rooms E4, F4, F5, G5, G6 and G7 to G8.



### 13 Dash for the Cane of Somaria

As soon as you step through the bottom-left door in room G8, use the Hookshot to latch onto the block to the right. Dash across the narrow middle path before it crumbles, and open the large treasure chest for the Cane of Somaria. Watch out for the Laser Eyes.

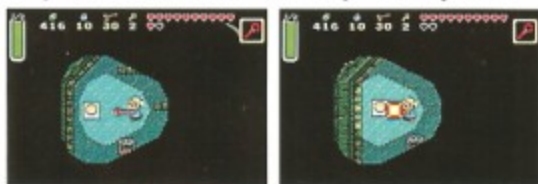


### 14 Misery Mire Map

After you get the Cane of Somaria, enter F7 and open the small chest to find the dungeon map. Exit the room and head through rooms E7, D7, D6, C6 and B6 and the D stairs to reach Basement 2.

### 15 Tricky Switch

You'll need to weigh down the floor switch in room D12 to keep the door open. Pick up the skull to reveal the switch, and equip the Cane of Somaria. Create a magical orange block near the switch and push the block onto the switch to keep the door open.



There's one extra key in Misery Mire that you don't need to use to complete the dungeon. If you have the extra key, enter room E13 and reap a Blue-Rupee reward.



### 16 Round and Round the Switch

Circle around the crystal switch in the center of the room and hit it with your Hookshot or another projectile weapon. You can bomb the cracked wall in room D4. Throw a bomb onto the conveyor belt to open D10, where Link can collect a bounty of Blue Rupees.



### 17 Bomb on the Wall

In room E10, bomb the cracked center of the upper wall—the switch in D11 should still be pink. Avoid the little black enemies that skitter out of the hole. Enter D10 and hit the crystal switch so it's blue, then go back to E10 and exit through the left door.



### 18 Crystal Switch

Activate the crystal switch at the top of room D9 so the switch turns blue. Avoid the endless flow of enemies or you'll be in trouble. Take the E stairs to room B2—you're almost to the dungeon boss!



## Vitreous

Small eyeball guards protect Vitreous, a creepy eyeball that never sleeps. Avoid Vitreous's lightning attack by standing in either bottom corner of its lair. When the small eyes approach Link, swing the sword rapidly or shoot arrows to defeat them. After you defeat all of the small eyes, use the same weapons to defeat Vitreous itself.



Vitreous will emerge from its pool of slime to chase Link around the room after you defeat the little eyes. Strike Vitreous with your arrows or your sword to finish it off for good.





## Death Mountain & Turtle Rock

Evil magic emanates from atop the ominous Death Mountain. Link gazes at the jagged peaks, knowing that Princess Zelda is being held prisoner among them. The final battle is near.

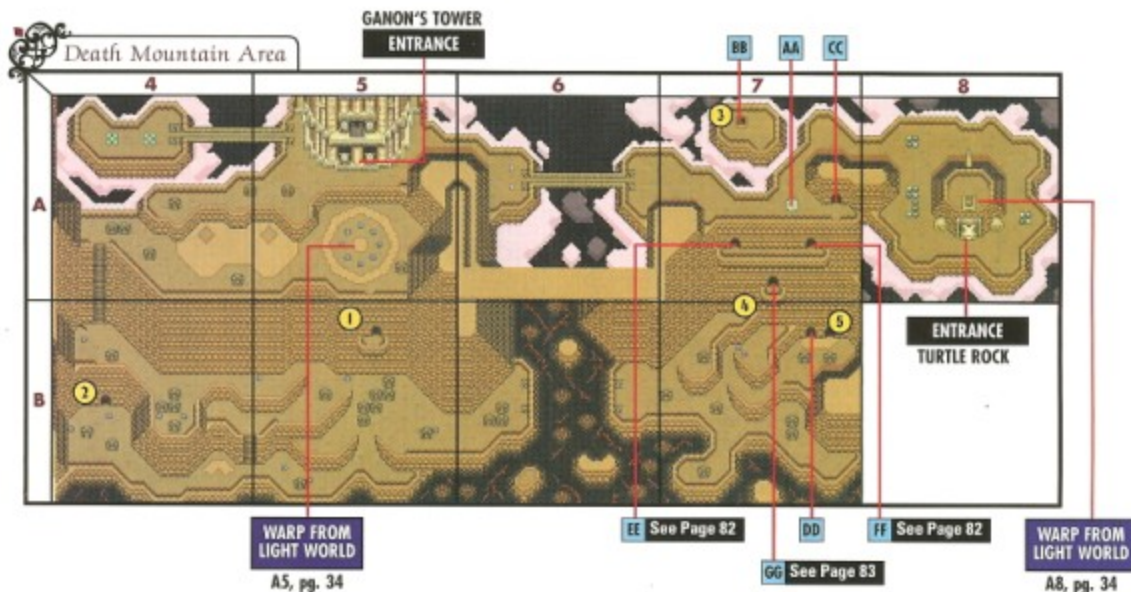


### Elemental Keys to the Quest

Link must possess the Quake Medallion to enter Death Mountain and the Ice Rod and Fire Rod to survive it. The Quake Medallion rests deep below the Dark World's murky waters (B8). See page 44 for more details. The Ice Rod is sealed in a secret cave in the northeastern corner (G8) of Lake Hylia in the Light World.



Stand atop Death Mountain in A8 of the Light World. Wield the Magic Hammer and pound the three posts in a counterclockwise order from the right to reveal a warp tile to the Dark World. Once on top of Turtle Rock, use the Quake Spell to open the secret entrance.





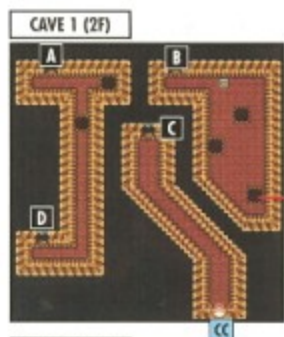
## 1 Jump for the Cane of Byrna

To reach the Cane of Byrna, leap off the cliff near the ring of flowers (A5) in the Dark World to appear on a small ledge. Enter the cave and use the Magic Hammer to pound the enemies out of the way. Use the Magic Cape to cross the spike path safely and the Titan's Mitt to move the giant block. The Cane of Byrna is yours!

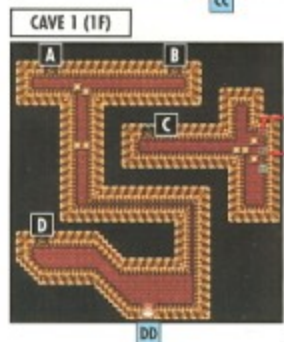


## 2 The Fairies of Death Mountain

Death Mountain in the Dark World is home to two Great Fairies. Leap down from the tall ladder to find the first one and rejuvenate.



An intricate series of layered passages connects Death Mountain's caverns. Jump through the lower-right hole on the second floor of cave 1 to appear on its first floor.



BOMBS  
20 RUPEES

## 3 Piece of Heart in the Clouds

Smash through the rocks in A7 of the Dark World and enter the cave. Bomb the cracked walls in cave 2 south and cave 2 north, then exit through door BB. Use the Magic Mirror to find a Piece of Heart in the Light World.



## 4 Light World Fairies

Reach cave GG ledge by traveling through Turtle Rock. Stand outside on the ledge and use the Magic Mirror. Enter the cave in the Light World to find two fairies. Collect the fairies and place them in bottles for later.



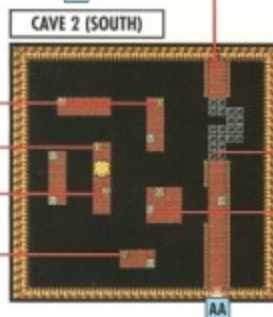
## 5 Death Mountain Item Shop

A strange creature has set up shop in one of the caves atop Death Mountain. Jump off the ledge near cave CC and enter the right-hand cave to find the item shop. Stock up while you can.



### FAIRY FOUNTAINS

The two fairy fountains were once connected, but the way is now blocked. Bomb the cracked walls to reveal the passages.



50 RUPEES  
50 RUPEES  
50 RUPEES  
50 RUPEES

Link can cross the invisible path by using magic. Call upon Ether to shed some light, or push a Cane of Somaria block forward to see where it's safe.

Use the Hookshot to cross safely between the platforms and gather treasure. The Hookshot can grasp onto the skulls and treasure chests.

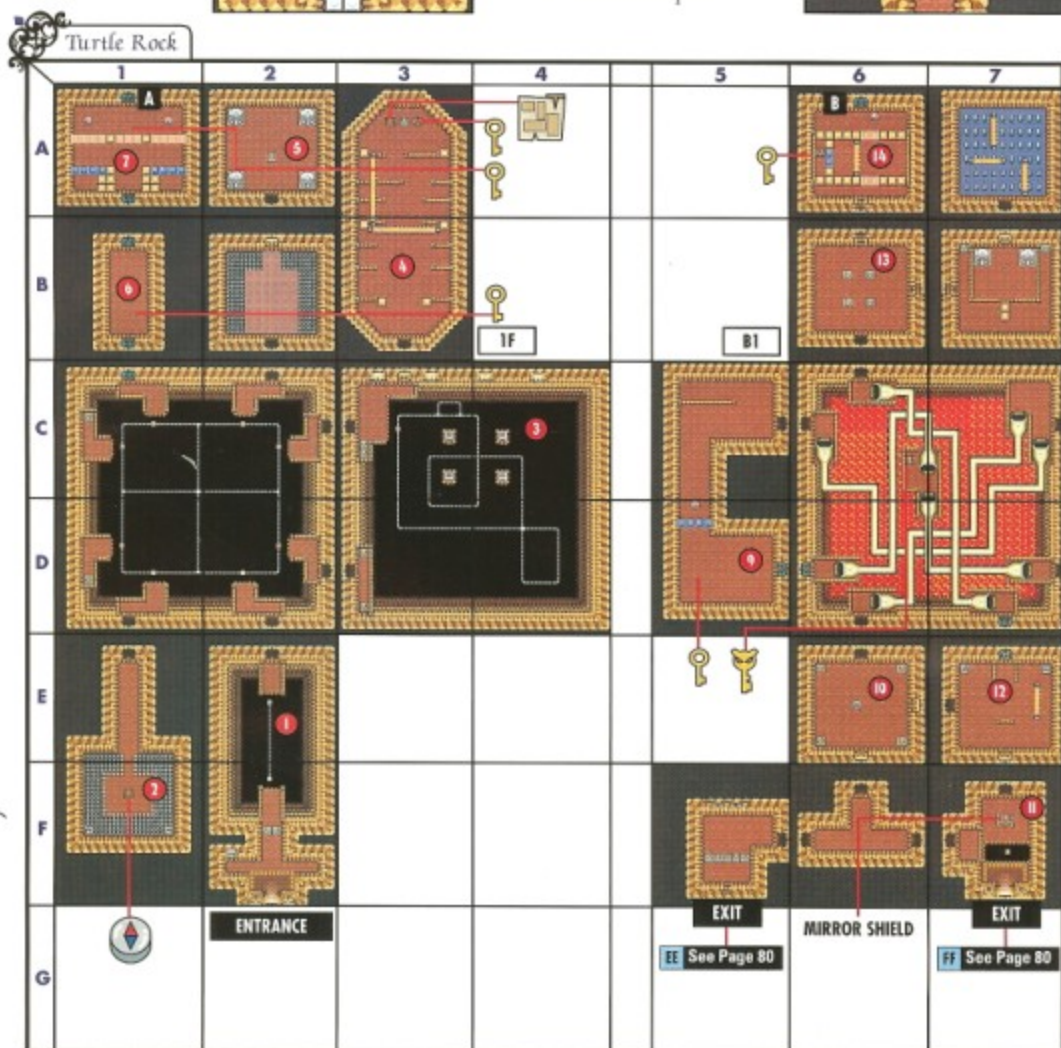
## 1 Cane-of-Somaria Travel

Many rooms in Turtle Rock have a thin track that runs over a gaping chasm. Link can create a magical block with the Cane of Somaria to ride safely from one end of the track to the other.



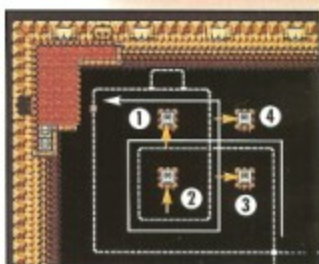
## 2 On Track for the Compass

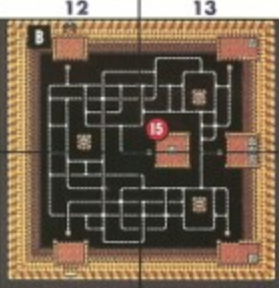
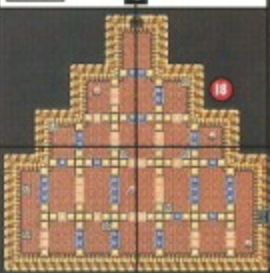
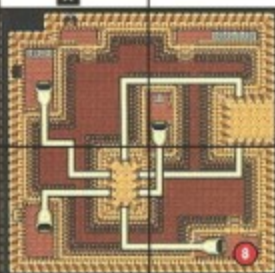
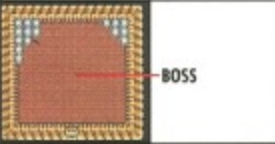
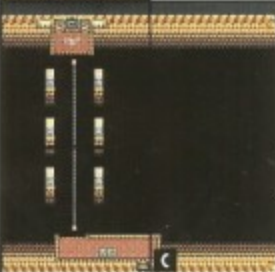
Create a block with the Cane of Somaria in room D2 and ride it to D1's lower-left platform. Hop off the block and go through the door to appear in room E1. Open the small treasure chest to obtain the compass.



### 3 Fire-Rod Sharpshooter

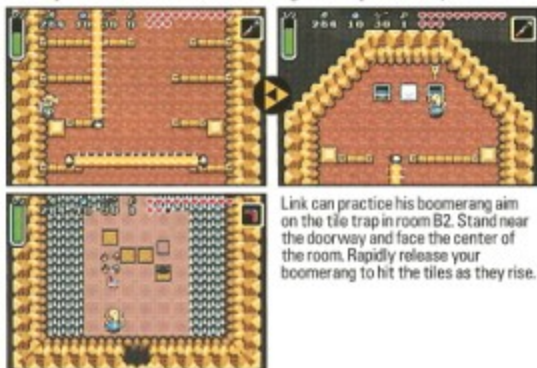
Use the Cane of Somaria to create a block, and hop on. Ride the lift around its track and light each of the four torches. You need to light all the torches and make it to the door in the upper-right corner of the room before any of the fires die out. The white arrow in the picture on the right indicates the track's path, and the yellow arrows show a suggested direction and order to light the torches. Go through the opened door to room B3.



8	9		10	11		12	13	
								A
								B
								C
								D
								E
								F
								G
								H

#### 4 Dash for the Map and a Key

Spike-covered rollers stand between Link and the dungeon map and a key. Wait for the rollers to pass, then quickly dash around the dividers to a safe spot (blocks stop the rollers). Open the chests at the top of the room to find the dungeon map and a key.



Link can practice his boomerang aim on the tile trap in room B2. Stand near the doorway and face the center of the room. Rapidly release your boomerang to hit the tiles as they rise.

#### 5 Dungeon Fairy & Magic

Travel through D2, C2 and B2 to reach room A2. Enter room A2 to find a big magic jar beneath the skull, and a fairy flying around the room. Capture the fairy and place her in a magic bottle for later.

#### 6 Attack with a Whirl

Enter room B6 and defeat the orange enemy for a valuable dungeon key. Strike at the beast's segments one by one, or defeat it in one mighty strike with a whirling blade attack. If you attack each segment one at a time, they will bounce around the room.



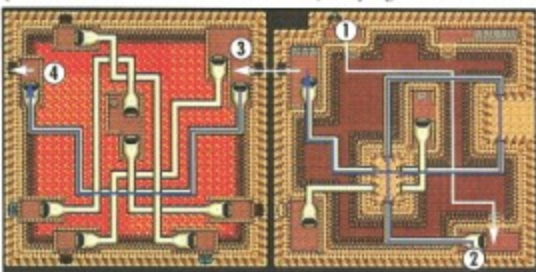
#### 7 Crystal Switch Doubles

Lure the enemies to one side in room A1. Quickly dash to the other side and hit the crystal switch with your Boomerang or Hookshot. Push the block over to make a small chest appear. Run across the pink blocks and hit the switch, then open the chest to reveal a key.



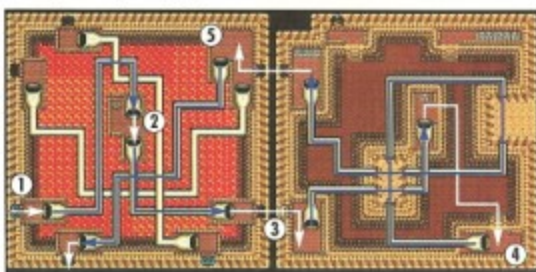
#### 8 Pipe Maze

The pipe maze rooms can really turn you around. Enter through room C8 and follow the arrows on the map below. White arrows indicate the path Link should walk, blue arrows show the pipe paths, and numbers show the order of your progression.



#### 9 Defeat All Enemies

Defeat all of the enemies in rooms C5 and D5 to make a small chest appear. Open the chest to obtain a key. Follow the arrows below to get the Big Key from the treasure chest in the center of the room, then go through the pipes to enter room E6.



#### 10 Double Trouble

Defeat the two segmented enemies and avoid the fireballs coming from the center of the room. A whirling blade attack works best.

#### 11 Reflections of the Past

Travel through rooms F6 and F5, then go outside and take exit A. Move along the ledge outside and enter cave B. Walk up to the chasm and use the Cane of Somaria to create a block on the question mark. Step across the block and open the large treasure chest to obtain the powerful Mirror Shield.



## 12 One Path Forward

Enter room E7 through room F7 or E6. Enter room D7 and take the pipe to the other side of the room. Pass through the door to appear in room B6. There is no other way into room B6.

## 13 Bombs Away

In room B6, defeat the segmented enemy. Bomb the north and east walls of the room to open two new paths. Watch out for the endless stream of creepy black critters that scurry out of the top doorway. Enter the top door to go to room A6, or enter the right door to enter room B7 for a Rupee-collecting break.



Defeat all the enemies in room B7, then push the blocks aside. Pull on the tongue of the left statue to open the door to room A7 and collect the Rupees. The right statue is a trap.

## 14 Perfect Timing

There's no room for error in room A6. Hit the crystal switch with your boomerang to turn it blue and quickly sprint left to the small chest. Grab the key and hit the switch again to reach the door.



## 15 Lift Maze

Rooms A12, A13, B12 and B13 are all a part of an intricate lift maze. Create a block with the Cane of Somaria, then follow the white arrow to the center. Use the Control Pad to switch directions on the lift. Step on the switch beneath the skull, then hop back onto the block and follow the yellow-arrow path before time runs out.



## 16 Dash or Defend

The narrow path in rooms C12 and D12 is an Eye Beam gauntlet. Dash to the other side or use the Mirror Shield. If you don't dash, charge your sword and walk backward when beams come from the east.



## 17 Mirrored Guard

Charge your sword and use the Mirror Shield to guard you from the eastward Eye Beam. Open the small chest to get a key. Bomb the south wall to open an entrance to a secret room. See page 81 for details.



## 18 Crystal-Switch Maze

To keep monsters at bay, carefully time when you hit the crystal switches with bombs, the boomerang or your Hookshot. Work your way through the maze and take the C stairs to room H8.

## Trinexx

Trinexx is an ancient monster with strong elemental powers. Its main body and head are built of solid stone, and its other two heads are strengthened by fire and ice powers. You'll need plenty of medicines, especially the Medicine of Magic, to sustain the battle. Get your Ice Rod and Fire Rod ready—elemental weakness is the key.



Trinexx's ice head will freeze the floor, making it difficult for Link to move. Defeat the ice head first by blasting it with the Fire Rod, then move in and attack with your sword to conserve magic.



After you defeat Trinexx's ice head, focus your attacks on the fire head. Freeze Trinexx's fire head with the Ice Rod, then attack with the sword. Avoid Trinexx's molten breath and watch for its stone head to lash out.



After you eliminate Trinexx's elemental heads, the beast will charge around the room trying to crush Link. Attack the stone beast's vulnerable midsection with your sword. A whirling blade attack will speed your victory.



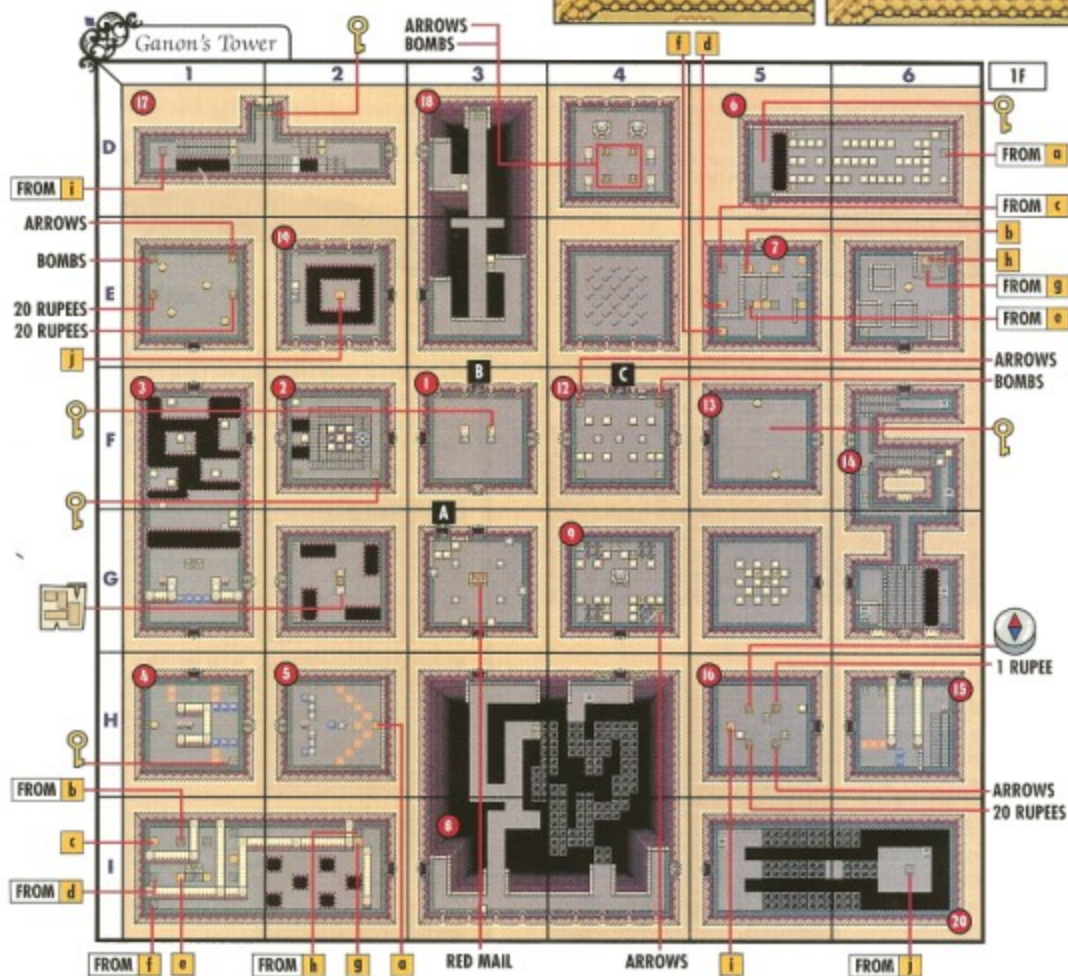
## Ganon's Tower

Link approaches his final destination, Ganon's Tower. As the hero stands before the evil palace's sealed gate, the seven crystals glow and gravitate around him, diffusing the dark magic.



### The Crystal Key to Ganon's Gate

Link has rescued all seven maidens in the Dark World and collected the seven crystals. Ganon's Tower looms ominously before him. With the crystals' power at his fingertips, the gate opens for him to enter.





## 10 Armos Knights—The Encore

The Armos Knights are back for more. This time, Link must battle the armored fiends on a slippery ice floor. Defeat them the same way as you did the first time. (See page 25 for tips.) Before you take the A stairs back up, grab the Big Key in room A11, bomb the upper wall in room B10 and enter room A10 to find some fairies.



## 11 With or without the Compass

If you can't live without the compass, head to the C stairs, take them down, and continue with the sequential steps. If you don't want the compass, take the D stairs and skip to step 21.

## 12 Hold the Door

Pick up the skull in the lower-left corner of room F4 to reveal a switch. Use the Cane of Somaria to create a block. Push the block onto the switch to open the right door. Walk through the right door to enter room F5.



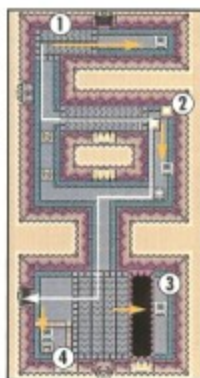
## 13 Run, Link Run

Outrun the flying tiles, Anti-Fairy and fireballs in room F5. If you stop to swing at a tile, don't stand in one place for too long or the Wall Master will grab you. After you conquer the tile trap, a key will appear.



## 14 Four-Torch Dash

Push the block in room F6 as shown below. Follow the white path in the picture to the right and use the Fire Rod to light the four torches in rooms F6 and G6. Light the torches in the order indicated by the numbers and yellow arrows to open the lower-left door.



## 15 Break a Magic Block

The crystal switch in room H6 is out of reach for Link. Use the Cane of Somaria to create a block. Pick up the block and throw it onto the conveyor belt, then go stand against the pink blocks. When the block is resting against the switch, use the Cane of Somaria again to hit the switch with the exploding magic block. The technique works with bombs, too.



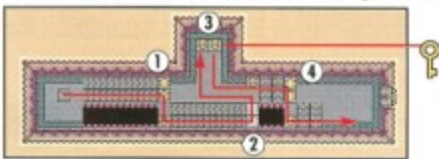
## 16 Get the Compass Last

The treasure chests in room H5 are linked to a floor trap. Open the upper-left treasure chest last to obtain the compass—the order of the other three does not matter. Step onto the warp tile to exit and appear in room D1.



## 17 Star-Switch Shuffle

If you don't activate the star switches in rooms D1 and D2 in the correct order, Link will be hanging in thin air. Follow the red path to the center, grab the key and cross to the right door.



## 18 Slip on By

Remove the skull that blocks your path in room D3, then equip and activate the Magic Cape. Walk down the narrow path, through room E3. Remove the Magic Cape once you're safe and enter the lower-left door.



## 19 Secret of the Statue

Carefully maneuver to the statue in room E2. Pull down the statue to reveal a star switch. Step on the switch to make a path appear in the center of the room. Step on the yellow warp tile (i) to go to room I6.



## 20 Illuminate the Illusion

Light the torch near the warp tile in room I6 to see the path, or run left in a straight line. Travel back to the dungeon entrance through rooms I4, I3, H3, G3 and F3 and take the B stairs, or use the Magic Mirror.



## 21 Switch the Path

Take the D stairs from the dungeon entrance to appear in room E7. Use the Mirror Shield to protect yourself from enemy fire attacks. Shoot them with arrows to defeat them. Remove the skulls and stand on the gray squares to shoot arrows at the switches. Push the upper block up once, then work your way to the lower-left door.



## 22 Trap the Spike

Pull and push the statue to trap the spike while you defeat the two enemies in room F7. After you defeat them, the door will open. Move the statue again if the spike is trapped against the door.



## 23 Shield, Shoot and Dodge

Defeat the two enemies with arrows to open the upper door. Dodge the beams from the two green statues, or use the blocks as a shield from one direction. Protect yourself from enemy attacks with the Mirror Shield.



## 24 Switches and Spikes

Avoid the urge to hit the first crystal switch, or you'll end up in the middle of a spike gauntlet. Hit the second crystal switch in room C8. Pick up the center skull block and step on the switch to open the door. Hit the crystal switch again to block the enemies.



## 25 Dash and Bound

Step carefully along the narrow path in rooms C9 and C10. Avoid the iron balls or you'll be knocked off. In the lower-right corner, find the secret room that contains items and two fairies.



Stand near the left corner of the left block and dash to bounce onto the ledge behind you. Bomb the wall and enter room D10. Use the Hookshot to go back the way you came.

## 26 Enemy Endurance Test

A long chain of rooms lie ahead of Link. You must defeat all of the enemies in rooms F11, F10, G10, H10 and I10 to continue. There are no treasure chests or keys to obtain, the enemies get progressively harder, and the doors open only after you've defeated every enemy.

## 27 Rise of the Lanmolos

The Lanmolos appear to face off against Link again in room I8. Link can defeat the sand worms just as he did in the past or use the Ice Rod for a change of pace. Check page 31 for details. After you defeat the Lanmolos, go through room H8 and take the F stairs.



**28 Ether Magic Is Essential**

Use Ether in room L1 to double the effectiveness of your magic power. When you cast Ether, it will defeat all the enemies in the room and light up the invisible path. You may need to cast Ether twice.

**29 Shield and Swing**

There are two Eye Beams along the upper wall of rooms M1 and M2. Charge your sword and walk along the path to shield yourself from the beams. Defeat the two enemies at the end of the path and enter the door.

**30 Whack the Wizrobes**

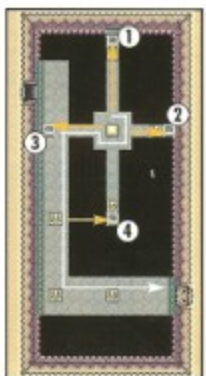
Step onto the moving walkways in room L2 and use your sword or bombs to defeat the enemies. Watch where the walkways move you, or you'll get pushed into the spike. Defeat all the enemies to open the door.

**31 Narrow Run**

Step onto the left moving walkway in rooms K2 and J2. When the center walkway begins to crumble, dash along the moving walkway to the end. Enter the door in room J2's upper-right corner.

**32 Clockwise Dash**

Remove all the skull blocks in rooms J3 and K3. Light the four torches to open the door in the lower-right corner of room K3. Follow the white arrow path to the right and light the torches in the order and direction shown by the yellow arrows. You must be quick.

**33 Beam Blast**

As soon as you step into room K4, face the top of the room and hold B to charge your sword. With your shield guarding your right side, walk to the H stairs. The Mirror Shield will reflect the wall of Eye Beams.

**34 Timely Torch Lighting**

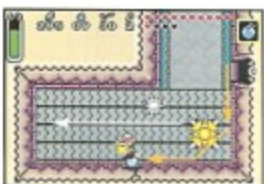
Room O3's floor will begin to crumble seconds after you enter the room. To open the door, equip your Fire Rod and light the four torches in the order shown to the right. If you fall, you'll appear in room K4.

**35 Bomb for a Key**

Defeat all the enemies in room N3 to get a key. Bombs are the most effective weapons against the hard-headed foes.

**36 Dash and Bomb**

You must bomb the center of the lower wall in room N2. Follow the yellow path shown to the right when the larger spine moves left (see the white arrow). You will need to stop one time, then quickly go down and place the bomb.

**37 Key and Crystal Switch**

Time when you hit the crystal switch in room O2 to avoid enemy attacks. Open the small chest to obtain a key.

**38 Return of Moldorm**

With your more powerful sword, battling Moldorm should be easier than the first time. If you fall, return through room L4 and the G stairs. Grapple to the chest with the Hookshot to exit the room.

**39 Icy Escape**

You don't have to fight in rooms P1 and Q1. Slip past the bumpers then run along the ice, past the enemies, to the I stairs.

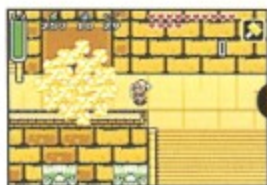
## Agahnim

Agahnim has taken refuge in Ganon's Tower. Link's second battle with the dark wizard won't be as easy as the first battle was. Agahnim floats around the room, fading in and out of view. He also creates two images of himself to confuse Link. The fake Agahnims are slightly transparent—focus your attacks on the real Agahnim. Swing your sword and arrows to the magic spheres so they fly back at the real Agahnim.



### Of Gold, Silver and Super Items

After Link falls from Ganon's lair, check the telepathy tile for some words of wisdom. Head to the Bomb Shop in F5 of the Dark World and buy a Super Bomb from the merchant for 100 Rupees. Take the Super Bomb to the Pyramid and bomb the cracked wall. Enter the hole to find a Mysterious Pond. Toss in your sword and arrows and answer the Great Fairy truthfully to get the Golden Sword and Silver Arrows.



When you fall from Ganon's lair in the Pyramid, check the telepathy tile to learn about his weakness. You can't defeat Ganon the first time you fight him—with the Silver Arrows you can.



The Super Bomb will follow Link nearly anywhere until he chooses to light the fuse. If you dash or jump, however, the Super Bomb can't follow. It will sit where you left it until you retrieve it.

## Ganon

### STEP 1

Ganon first attacks by throwing his silver trident at Link. The trident circles around Ganon and returns to him like a boomerang. Strike Ganon with your sword just as he catches or releases the trident.



### STEP 2

Ganon pulls his trident back and casts a ring of fire around himself. Attack Ganon with your sword as you dodge the trident and the gravitating fireballs. Dodge quickly when the fireballs turn into blazing bats.



### STEP 3

Ganon leaps into the air and stomps the ground, creating fire and blazing bats around him. The outer row of tiles fall away under his weight. If you fall, you'll have to start the entire battle over, so stay near the center of the room.



### STEP 4

When Ganon casts his Darkness technique, equip the Fire Rod and light the two torches in the room, then attack with your sword while Ganon is visible.



When you hit Ganon with your sword, he turns blue. Quickly equip the Silver Arrows and shoot one at him. Four true shots with the Silver Arrows will do in Ganon for good.



## A Link to the Past Worlds of Discovery

Link's epic grows more complex as he continues on his journey, and the odds only get worse as he discovers the true nature of the evil that's spreading across both the Light and Dark Worlds. As the hero bounces between the two realms, racing to stem the evil tide, there's simply no time to stop and smell the roses—or the stench of Dark World foliage.

Link must bulk up for the bigger battles ahead of him. Fortunately, friendly fairies and endurance-building items abound in both worlds, but many of them are in unlikely locations.

So although Link has no time to waste, he must stray off the path and explore the unusual. Otherwise, he might not have the strength to survive when he comes face to face with the ultimate evil.



# Pieces of Heart

Danger abounds in the Light and Dark Worlds. Fortunately, so do Pieces of Heart—and for every four that you collect, your health capacity increases by one full heart. Use the following world maps and the walk-through to acquire every piece.



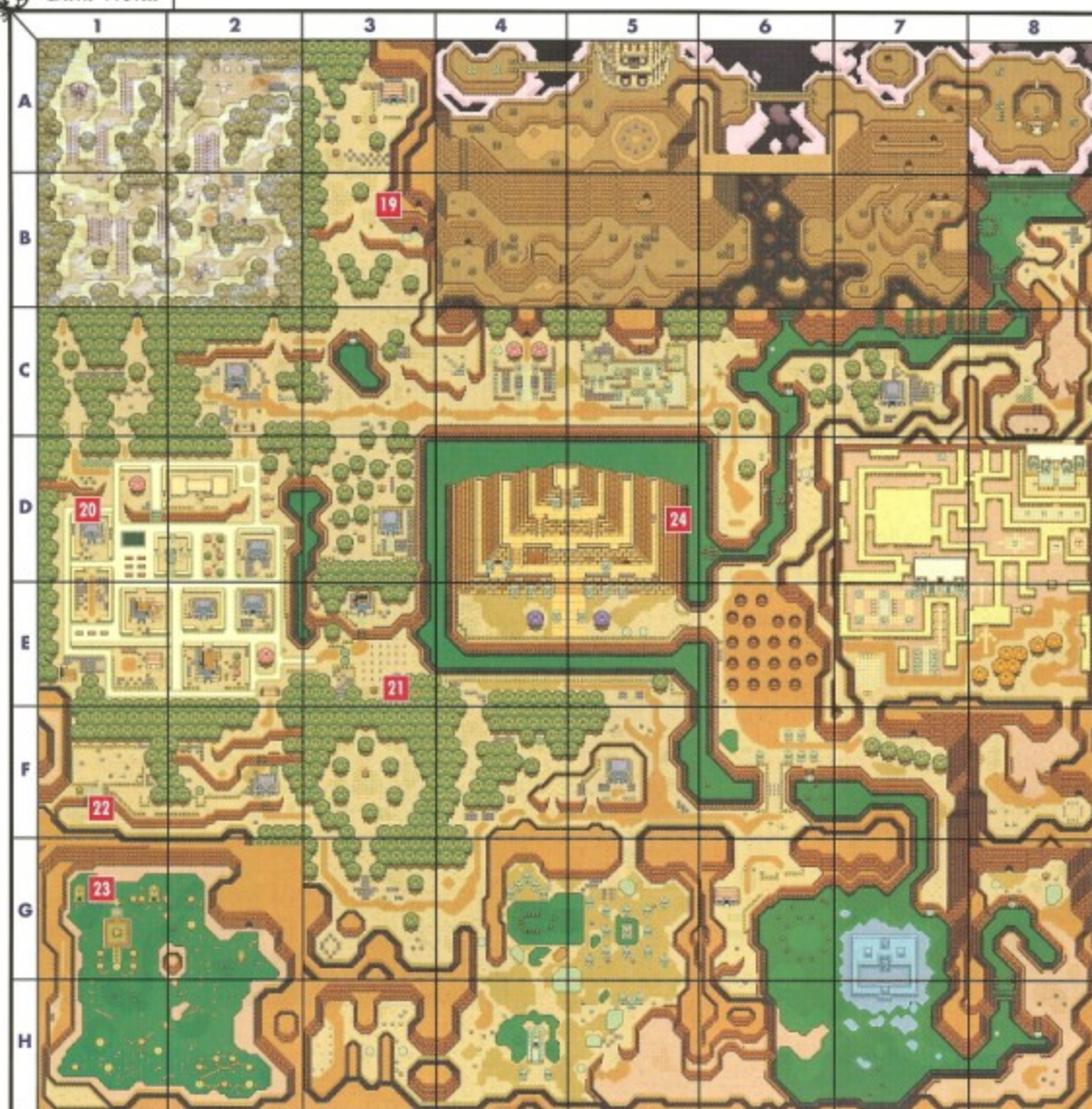
# Health Capacity

The chart to the right shows your maximum health capacity at the time you enter the palace or dungeon noted. The capacity includes not only the Pieces of Heart that you've found but also any Heart Containers that you might have acquired after beating bosses in previous areas.

EAST PALACE	♥♥♥♥♥♥	DARK PALACE	♥♥♥♥♥♥♥♥♥♥	ICE PALACE	♥♥♥♥♥♥♥♥♥♥
DESERT PALACE	♥♥♥♥♥♥	SWAMP PALACE	♥♥♥♥♥♥♥♥♥♥	MISERY MIRE	♥♥♥♥♥♥♥♥♥♥
TOWER OF HERA	♥♥♥♥♥♥♥♥	SKULL WOODS	♥♥♥♥♥♥♥♥♥♥	TURTLE ROCK	♥♥♥♥♥♥♥♥♥♥
CASTLE TOWER	♥♥♥♥♥♥♥♥♥♥	THIEVES' TOWN	♥♥♥♥♥♥♥♥♥♥	GANON'S TOWER	♥♥♥♥♥♥♥♥♥♥



## Dark World



### 1 In the Lost Woods

Blaze a trail through the three-by-three plant cluster to find a pit in the center of the foliage, then leap in. You'll fall into a small tunnel, and the Piece of Heart will be within reach.



### 2 The Lumberjacks' Tree

Early in your quest, you encounter two lumberjacks who saw away at a tree. Return to the tree after your battle with Agahnim in the Castle Tower. Dash into the tree to expose a cave entrance.



### 3 On Top of Spectacle Rock

A Piece of Heart is on Spectacle Rock in the Light World—on one of its "eyes." Step onto the nearby Dark World warp, walk to the equivalent "eye" spot, then use the Magic Mirror.



When you use the Magic Mirror, you'll teleport back to the Light World at the equivalent spot—on top of Spectacle Rock. The Piece of Heart will be within your reach.



### 4 Death Mountain Plunge

Near Spectacle Rock, leap off the cliff at precisely the spot shown below to fall onto a narrow ledge. Enter the cave to pass through a tunnel system that leads to the Piece of Heart.



### 5 The Distant Death Mountain Peak

A Piece of Heart is on a peak that peers through the clouds surrounding Death Mountain in the Light World. To get to it, use the Power Glove to lift the large rock on the mountain while in the Dark World.



When you lift the rock, you'll expose a series of Dark World caverns. Navigate the invisible bridge by using the Cane of Somaria to conjure blocks that you can push ahead to test for gaps. When you emerge from the other end of the caverns, use the Magic Mirror to teleport onto the peak in the Light World.



### 6 Long Ledge on Death Mountain

To reach the Light World ledge, use the Magic Mirror when you emerge on the ledge while exploring Turtle Rock. Destroy all cave foes with arrows to unlock the room that contains the Piece of Heart.

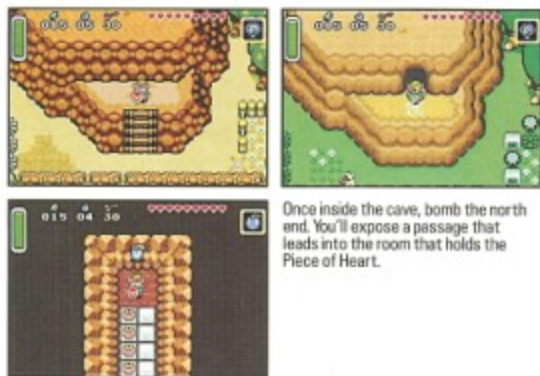


**7 Island near Zora Falls**

The island's banks are too steep to climb onto from the surrounding water—except from the south side. Swim down the waterfall east of the island to locate the one accessible shore.

**8 North of the Cemetery**

A Light World cave that's north of the cemetery contains a Piece of Heart. There's a ladder—but it's in the Dark World. Climb it, then use the Magic Mirror to teleport beside the Light World cave.



Once inside the cave, bomb the north end. You'll expose a passage that leads into the room that holds the Piece of Heart.

**9 Under Rocks Overlooking the Sanctuary**

Walk onto the rock overhang to the west of the Sanctuary to find a rock pile. Dash into the pile to expose a stairway that leads into the earth—then descend into the dark to grab the Piece of Heart.

**10 Down the Kakariko Well**

Stand on the ledge above the Kakariko Village well, then leap into the well. You'll fall into a cavern. Bomb the north wall to reveal a passage that leads to a room that contains the Piece of Heart.

**11 Blind's Old Hideout**

Enter the derelict hideout on the north end of Kakariko Village. Bomb the wall beside the stairway to reveal a secret room—a Piece of Heart is hidden within.

**12 The 15-Second Race**

To get to the maze game, bomb the western wall in the quarreling brothers' house, then use its western exit. You'll need to complete the maze within 15 seconds to win the Piece of Heart. You can leap some fences as a shortcut.



### 13 Northeast Corner of the Desert

The Piece of Heart is in a block-filled room, and its entrance is covered by a rock. The Light World spot isn't reachable—unless you go to the equivalent spot in Misery Mire then use the Magic Mirror.



### 14 Northeast Cave in the Desert

One of the more easily obtained Pieces of Heart in the Light World is inside a cave in the northwest area of the desert. Enter the cave and bomb the south wall to find it.



### 15 South of the Haunted Grove

The Piece of Heart is inside a cave that's on a rocky plateau overlooking the Haunted Grove. To reach the top, step into the circle of plants in the Dark World and use the Magic Mirror.



Once you're inside the plateau cave, hurl aside the pots that block the way to the Piece of Heart.



### 16 Southwest Corner of the Desert

A Piece of Heart is propped on the ledge in the southwest corner of the desert. You'll emerge from your Desert Palace explorations on the ledge—simply walk south to claim the prize.



### 17 In the Waters of the Great Swamp

Enter the ruins, then pull the right switch to open the drainage channel. The lake's waters will flow into the basin. Walk outside to find the lake drained—and the Piece of Heart within reach.



After you pull the switch inside the ruins, step back outside to find that the lake has been emptied. Walk out and claim the Piece of Heart.



### 18 Small Isle in Lake Hylia

An island rises from the Light World waters of Lake Hylia, but its banks are too steep to climb. To access the spot, swim into the stone circle in the Dark World and use the Magic Mirror.



## 19 Cave at the Base of Death Mountain

Hurl away the stone that blocks the cave at the base of Death Mountain in the Dark World. To get past the cave's obstacles and reach the Piece of Heart, use the Hookshot and the Magic Cape.



Use the Hookshot to soar over the massive gap you encounter. Then don the Magic Cape when you see the bumper. While wearing it, you can walk through the annoying obstacle.

## 22 The Digging Game

Leap down the hills south of the village to access the digging-game area. Pay the operator 80 Rupees to play. He'll give you 30 seconds to dig in as many spots as you can—one hides the Piece of Heart.



## 23 West Misery-Maze Entrance

The cave in northwest Misery Mire contains a room with blocks that bar your passage to chests—one of the chests contains the Piece of Heart. See page 74 for details on passing through the blocks.



## 20 The Treasure Chest Game

In the northwest corner of the Village of Outcasts, a shady operator runs a game that costs 20 Rupees to play. You can select two chests from a room full of them, and one contains a Piece of Heart.



## 24 On the Pyramid of Power

A Piece of Heart is on the eastern side of the Pyramid. To reach it, jump off one of the ledges on the southeastern side to reach the ledge that holds the prize.



## 21 Southeast of the Village of Outcasts













Using the Titan's Mitt, pull up one of the stones that block passage to the field full of stakes. Pound every one of the stakes with the Magic Hammer to reveal a cave to the immediate south. The Piece of Heart is within.



# Trees & Fairies

Trees in both the Light and Dark Worlds hold a bounty of treasures. If you dash against a tree trunk, you can loosen anything hidden in the tree's branches. Fairies who don't dwell in hidden fountains often choose sylvan homes.

## Trees & Fairies

	Before Defeating Agahnim	After Defeating Agahnim	At All Times
RUPEES			
APPLES			
FAIRY			
BEES			
BOMBS			
ACTIVATED BOMB			
LARGE MAGIC BOTTLE			

FF FAIRY FOUNTAIN



GF GREAT FAIRY FOUNTAIN



## Link the Beekeeper

When Link dashes into a tree, sometimes bees come buzzing out. Link can catch a bee or two with his Bug-Catching Net. Place a bee in a bottle and release it to fight enemies near you. A normal bee will fly away shortly after you release it, whereas the Golden Bee will return to Link.



The Golden Bee lives in the Fairy Fountain near Lake Hylia. Dash into the fairy statue to make the Golden Bee appear. The Golden Bee is stronger and faster than normal bees, and it will circle Link until an enemy approaches. When you release the Golden Bee, be sure to recapture it before you leave the area.





## Trees & Fairies

	After Defeating Agahnim
RUPEES	
APPLES	
FAIRY	
BEES	

### FF FAIRY FOUNTAIN



### GF GREAT FAIRY FOUNTAIN



## Hyrule's Friendly Citizens

Link may be our story's hero, but he isn't completely alone on his epic quest. There are friendly faces in both the Light World and the Dark World—Link simply has to seek them out.

### Old Man in Mountain Cave

An old man is lost in the maze of caves atop Death Mountain. Link, the good Samaritan, will be repaid with the Magic Mirror and unlimited health and magic replenishment if he guides the old man to safety.



### Magic Shop

Visit the Magic Shop in the Light World for all your medicine needs. The witch's apprentice will give you a free sample of the health-restoring Medicine of Life each time you visit her.



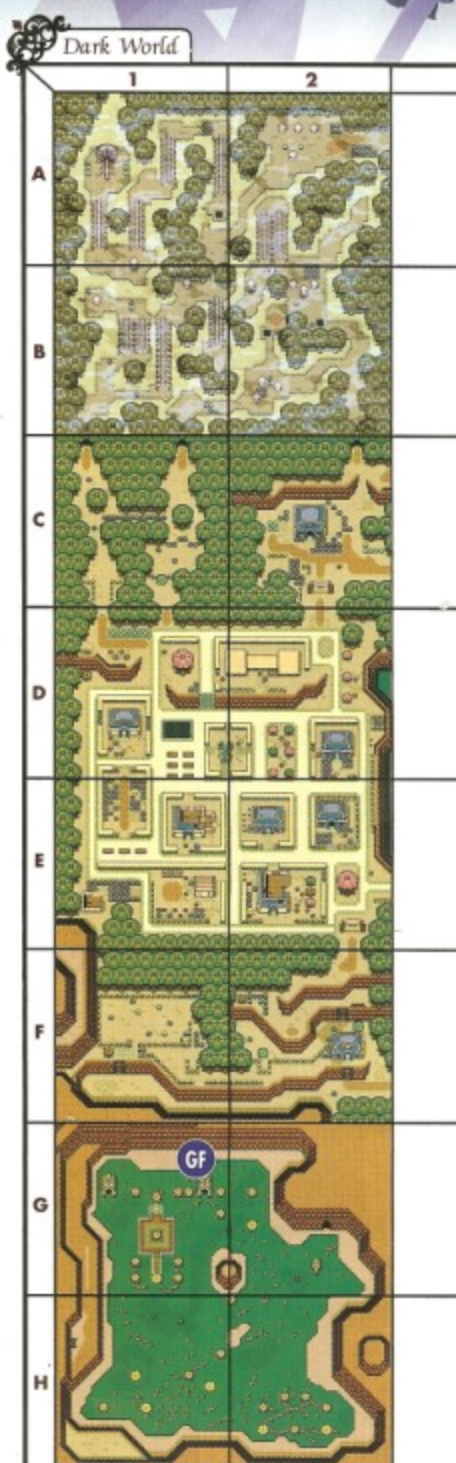
### Fortune-Tellers

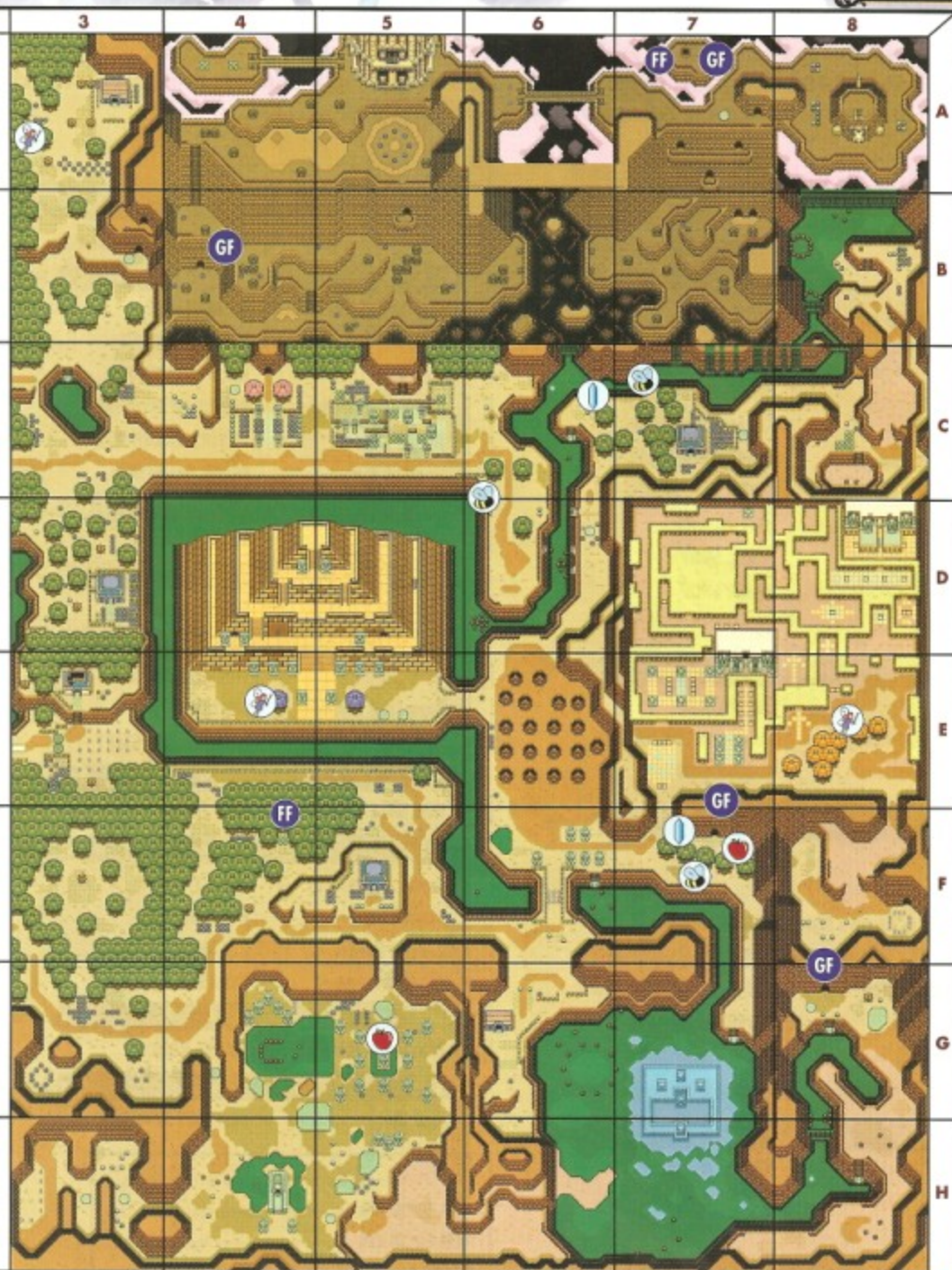
Hyrule's fortune-tellers will give Link a glimpse into the future for a mere 20 Rupees. As thanks for consulting them, the fortune-tellers will also completely refill Link's health and magic.



### Storytellers

Storytellers are similar to fortune-tellers, but they sell Hyrule's myths and legends. Pay storytellers 20 Rupees to hear their helpful bit of lore—they'll also refill your life and magic for free.





# Inventory Chart

Check off items as you collect them during your quest. Items in red are essential for defeating Ganon. All other items will make your quest easier, but they are not required. Some nonessential items are necessary to complete the Lumberjack's Riddles (see page 128).

<input checked="" type="checkbox"/>	ITEM	LOCATION
<input type="checkbox"/>	Lamp	LINK'S HOUSE
<input type="checkbox"/>	Sword	HYRULE CASTLE
<input type="checkbox"/>	Shield	HYRULE CASTLE
<input type="checkbox"/>	Boomerang	HYRULE CASTLE
After Rescuing Zelda		
<input type="checkbox"/>	Bottle 1	KAKARIKO VILLAGE
<input type="checkbox"/>	Bottle 2	KAKARIKO VILLAGE
<input type="checkbox"/>	Bug-Catching Net	KAKARIKO VILLAGE
<input type="checkbox"/>	Bomb	KAKARIKO VILLAGE
<input type="checkbox"/>	Mushroom	LOST WOODS
<input type="checkbox"/>	Magic Powder	MAGIC SHOP
<input type="checkbox"/>	Medicines	MAGIC SHOP
<input type="checkbox"/>	Ice Rod	LAKE HYLIA
East Palace		
<input type="checkbox"/>	Bow	EAST PALACE
<input type="checkbox"/>	Pegasus Shoes	SAHASRAHLA'S HIDEOUT
<input type="checkbox"/>	Book of Mudora	HOUSE OF BOOKS
Desert Palace		
<input type="checkbox"/>	Power Glove	DESERT PALACE
<input type="checkbox"/>	Zora's Flippers	ZORA'S WATERFALL
<input type="checkbox"/>	Bombs & Arrows Max	LAKE HYLIA
<input type="checkbox"/>	Bottle 3	UNDER CASTLE BRIDGE
<input type="checkbox"/>	Red Boomerang	WATERFALL OF WISHING
<input type="checkbox"/>	Red Shield	WATERFALL OF WISHING
<input type="checkbox"/>	Magic Mirror	DEATH MOUNTAIN
<input type="checkbox"/>	Ether Medallion	DEATH MOUNTAIN
Tower of Hera		
<input type="checkbox"/>	Moon Pearl	TOWER OF HERA
<input type="checkbox"/>	Master Sword	LOST WOODS

<input checked="" type="checkbox"/>	ITEM	LOCATION
Dark World		
<input type="checkbox"/>	Quake Medallion	NORTH OF DARK PALACE
Dark Palace		
<input type="checkbox"/>	Magic Hammer	DARK PALACE
<input type="checkbox"/>	Shovel	HAUNTED GROVE
<input type="checkbox"/>	Flute	HAUNTED GROVE
<input type="checkbox"/>	Bombos Medallion	DESERT OF MYSTERY
<input type="checkbox"/>	Magic Cape	HYRULE GRAVEYARD
<input type="checkbox"/>	Cane of Byrna	DEATH MOUNTAIN
Swamp Palace		
<input type="checkbox"/>	Hookshot	SWAMP PALACE
Skull Palace		
<input type="checkbox"/>	Fire Rod	SKULL WOODS
Thieves' Hideout		
<input type="checkbox"/>	Titan's Mitt	THIEVES' TOWN
<input type="checkbox"/>	Tempered Sword	SMITHY
<input type="checkbox"/>	Bottle 4	DESERT OF MYSTERY
Ice Palace		
<input type="checkbox"/>	Blue Mail	ICE PALACE
Misery Mire		
<input type="checkbox"/>	Cane of Somaria	MISERY MIRE
<input type="checkbox"/>	Super Bomb	BOMB SHOP
<input type="checkbox"/>	Golden Sword	PYRAMID
<input type="checkbox"/>	Silver Arrows	PYRAMID
Turtle Rock		
<input type="checkbox"/>	Mirror Shield	TURTLE ROCK
Ganon's Tower		
<input type="checkbox"/>	Red Mail	GANON'S TOWER

**Item Name** You must get items in red to defeat Ganon.  
**ITEM LOCATION** Green locations are in the Light World.  
**ITEM LOCATION** Brown locations are in the Dark World.

# Four Swords

Legend has it that in the distant past, a young hero challenged a maniacal wind mage named Vaati, who was storming around the countryside and abducting maidens. With the power of an enchanted blade, the Four Sword, the hero split into four heroes, each one with the wits and strength to help take on Vaati—and they defeated the mighty mage.

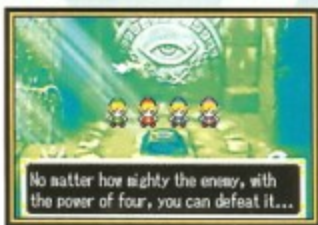
Many years later, Princess Zelda senses a disturbance in the wind. She knows the legend and brings Link to the shrine where the Four Sword is kept. Just when she explains to Link that Vaati was defeated—and trapped inside the mystical blade—the wind mage swoops down and steals her into the sky!

Left alone, Link knows what he must do—pull free the Four Sword and call in new recruits—himself times four! And so begins a new legend of the Four Sword. . . .



## Four Swords System

The more you play Four Swords, the more of Four Swords there is! During your first outings, you'll focus on how to make the most of magic items. As your quest continues, the game grows.



### Hook Up with Other Heroes

Fortunately, the mystical Four Sword splits Link into multiple adventurers, because you couldn't get very far in the dungeons with just one set of hands. Many obstacles and monsters demand that multiple heroes solve problems and slash foes together. So round up all of your friends who own the Game Pak and start playing!



Many dungeon challenges take on different proportions depending on whether you have two, three or four players tackling Four Swords. You must all work together to bring down the wind mage, Vaati.



Play control is very similar to that in A Link to the Past, although some magic items grant new abilities. The Roc's Cape, for example, enables flight.

### An Epic That Grows More Vicious

The first time you play the Four Swords epic, you'll struggle to claim Silver Keys from three major areas. With them, you can unlock Vaati's sky realm. But even after you vanquish Vaati, you'll need to round up heroes who have gotten at least that far through the quest—because Vaati is a long way from being finished!






In addition to the Chambers of Insight, the dungeon-busting epic heads into three vast territories on the mainland: the Sea of Trees, Talus Cave and Death Mountain. And after you beat the bosses in each of those stages, a sprawling surprise will open up in the sky—an aerial palace where Vaati holds chaotic court.



Collect as many Rupees as you can on your way to topple Vaati. How many you have dictates how many times you can recover from a fatal fall—and whether the Great Fairies will give you a special key. A tip: When every player's Life Gauge is full, each player will earn double value from any Rupees he or she gets.

### First Epic

The first time you play, you can play with heroes of any key level. But to complete the game and beat Vaati, you'll need to play through again and again until you build a team that can complete the final epic.

SEA OF TREES	LEVEL 1	LEVEL 2	BOSS		Each player earns a Silver Key if the team earns 1,000 Rupees in a stage. If all players earn the Silver Keys from the first three stages, they'll proceed to Vaati's Palace.	FIRST ENDING
TALUS CAVE	LEVEL 1	LEVEL 2	BOSS			
DEATH MOUNTAIN	LEVEL 1	LEVEL 2	BOSS			
VAATI'S PALACE (Silver Keys): MAP 1 → MAP 2 → BOSS						

### Second Epic

You can play only with heroes who have the Silver Key icon in their character statistics.

SEA OF TREES	LEVEL 1	LEVEL 2	BOSS		Each player earns a Gold Key if the team earns 3,000 Rupees in a stage. If all players earn the Gold Keys from the first three stages, they'll proceed to Vaati's Palace.	SECOND ENDING
TALUS CAVE	LEVEL 1	LEVEL 2	BOSS			
DEATH MOUNTAIN	LEVEL 1	LEVEL 2	BOSS			
VAATI'S PALACE (Gold Keys): MAP 1 → MAP 2 → BOSS						

### Final Epic

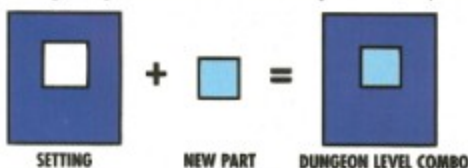
You can play only with heroes who have the Gold Key icon in their character statistics.

SEA OF TREES	LEVEL 1	LEVEL 2	BOSS		Each player earns a Hero's Key if the team earns 5,000 Rupees in a stage. If all players earn the Hero's Keys from the first three stages, they'll proceed to Vaati's Palace, where the team must beat two levels and a boss four times to finish off the mage permanently!	FINAL ENDING
TALUS CAVE	LEVEL 1	LEVEL 2	BOSS			
DEATH MOUNTAIN	LEVEL 1	LEVEL 2	BOSS			
VAATI'S PALACE (Hero's Keys): (MAP → MAP 2 → BOSS)x4						



## Dungeons That Change Every Time You Play!

Every time you play, the dungeons will likely be different from the last time you plundered them. As you gain keys that are harder to get, obstacles become more evil and levels become more difficult. Four Swords creates a dungeon level by randomly selecting a dungeon setting—a vast area with many set challenges—then dropping a randomly selected new dungeon part into it. The diagram below merely shows the random combination process. Dozens of settings and parts are available for each separate area, so you'll always be busting up new dungeon levels!



In some cases, a dungeon setting is complete on its own and doesn't require the insertion of a part. Most dungeon levels, however, combine a setting with a new part—as shown in the diagram to the left.

## Equipped for Dungeon-Busting

You can use many weapons and items to fight monsters, but you'll use almost all items in cooperation to advance past dungeon obstacles—some items help you get ahead of the pack, too.



### SHIELD

You begin your adventure with a shield. It will deflect some blows, and you can use it to smack certain enemies.



### BOOMERANG

The boomerang has different effects on different kinds of enemies. Use it to mow down plants, hit distant switches and retrieve some items.



### BOW & ARROWS

As long as you're equipped with the bow and arrows, you can shoot an unlimited number of arrows. They're useful not only for striking foes, but also for striking some switches.



### BOMB

You can drop unlimited bombs when you have them equipped. You can also pick up bombs and throw them—if they haven't detonated. Bombs hurt some enemies and activate some switches.



### MAGNETIC GLOVE

Every time you use the Magnetic Glove, it changes polarity—it alternates between attracting and repelling metal. You can use it to move objects, other players and even yourself.



### ROC'S CAPE

While wearing the Roc's Cape, jump into the air by pressing the A Button, then press the A Button again to glide a short distance before coming back down to earth.



### PEGASUS SHOES

The Pegasus Shoes allow their wearer to dash in a straight path, an ability which can be used to charge into an object, mow down a line of plants and shove other players up a hill.



### GNAT HAT

By slipping on the Gnat Hat with the A Button, a player can switch between normal size and super tiny size. There are many super tiny obstacles in the dungeons.



### BOWWOW

Yank the powerful puppy into your inventory—you'll control a strong attack dog that can hurt foes. Beware: BowWow will also drain Rupees from your teammates if it hits them.



### RUPEE SHARD

If you collect eight Rupee Shards, they'll turn into a special gem that is worth 500 Rupees. After a player collects eight, more Rupee Shards will show up in the dungeon.

## Two Games, One Pak, Many Connected Features

The Legend of Zelda: A Link to the Past is on the same Game Pak as Four Swords—and what you do in one game affects game play in the other. Completing specific major goals unlocks features, such as new sword attacks, a secret dungeon and a special quest in A Link to the Past. Both games taken together, the Zelda Game Pak has enough adventure to last a lifetime!



If you learn a new sword move such as the Beam Sword attack in A Link to the Past, you can use the special move during your adventures in Four Swords.



After you beat the final boss in A Link to the Past and Vaati (in the first epic) in Four Swords, a whole new dungeon will open in A Link to the Past. See page 125 for more details.



The player who earns the most Rupees in an area wins a medal. Once you've earned 10 medals in Four Swords, you can begin a riddle quest in A Link to the Past. See page 128 for details.



## Chambers of Insight

Feel like you know Link's equipment inside and out? Look before you leap—Four Swords throws new magical gear into the mix and also demands that you use multiplayer tactics when throwing your weight around.



### Finding Your Way

The Chambers of Insight contain many smaller dungeons that help you focus on how to use specific items—and two that introduce you to the basics of cooperative dungeon-busting. If you get stuck in an area, speak to any pink fairies that might be floating nearby. They may teach you how to navigate the challenge at hand.

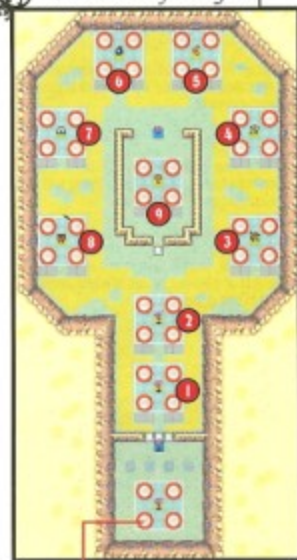


### Harvest Seeds to Grow Your Skills

As you hack through the plants in the dungeons, you may discover red, blue and green seeds. Pick them up to increase your statistics in certain attributes. Nab a red Razor Seed to pump up your attack power, a blue Armor Seed to increase your defensive skill, and a green Pegasus Seed to up your speed.



### Chambers of Insight



GO TO STAGE SELECT MAP

#### 1 Practice Level 1

The first practice level teaches many lessons, but two of the most surprising ones are that you can whittle a crumbling wall down to nothing, and that you sometimes must tread only on passages that are the same color as your clothing.



#### 2 Practice Level 2

The second practice level also puts you in some new and awkward positions that emphasize teamwork. You'll need to combine your team strength to move boulders—and work in tandem to defeat some new enemies.



#### 3 Bow & Arrows Level

When equipped with the bow and arrows, watch for targets such as decorative eyes in a series—you may need to shoot them all to open a passage. You must also use arrows to eliminate foes that have only one vulnerable spot.



#### 4 Pegasus Shoes Level

The Pegasus Shoes allow you to tackle specific obstacles. If your teammates don't also have the shoes, dash into them to run them up a steep hill. If you encounter a gelatinous obstacle, you can't slash it with your sword. Dash into it to pop the jelly blob.



#### 5 Boomerang Level

If an obstacle is fully out of reach on the other side of a fence, hurl the boomerang at it. You can pick up many objects such as Rupees in that manner. Likewise, you can attack enemies on the other side of a fence with your boomerang.



#### 6 Bomb Level

In the bomb-focused level, you'll learn one nonexplosive lesson. If you see a huge block in your way, you'll need every member of your party to help move it aside. Throw bombs against walls that look a little weak—you may blast open a passage.



#### 7 Roc's Cape Level

You can leap up then press the A Button again to use the Roc's Cape to fly into the air and break through a flipping ceiling gate. You can also use the winged item to soar across gaps. Keep an eye on where your shadow is, just in case you fall.



#### 8 Magnetic Glove Level

Every time you press the A Button while wearing the glove, you'll alternate between attracting and repelling a nearby metal object. Use the power to draw yourself toward immobile metal blocks and to draw a teammate over a gap while you're walking sideways.



#### 9 ? Level

In the mystery level, everything that you've learned will be put to the test in a more extensive dungeon. Your party will gang up to fight foes, and you'll encounter roving bombs that you must whack toward the blazing braziers to light and detonate the bombs.



#### Cutthroat Competition?

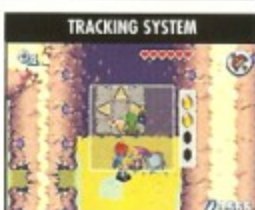
The dungeons encourage as much competition as they do cooperation. Players can win medals that prove they're the cream of the heroic crop, and they can play a dangerous game of tag. A tracking system helps you keep tabs on other players' locations!



After you beat any stage boss, team players will be ranked by the number of Rupees they found. The player who reaped the most Rupees will win the Medal of Courage.



The eerie floating spirit will follow you around the dungeon, siphoning Rupees whenever it touches you. Tag another player to make the spirit chase that person instead.



Press the L Button to pull up the tracking system, which shows the positions of other players by color and how many Rupee Shards you've found.



## Sea of Trees

Every time you blaze a trail through the Sea of Trees, its woodlands grow more tangled—and its traumas more terrifying. It has so many variations that we can cover only a few examples of what you'll see.



### Can't See the Forest for the Trees?

The Sea of Trees contains so many challenges—which change every time you plunge in—that you may wonder if you'll ever emerge from the forest. You'll encounter many obstacles that you won't find in any other stage, such as tree mazes choked with plant life and railways that cut through the wilderness. Only if you work as a team will you have a chance at survival. If you go your separate ways, the forest will devour you.



### Denizens That Demand Teamwork

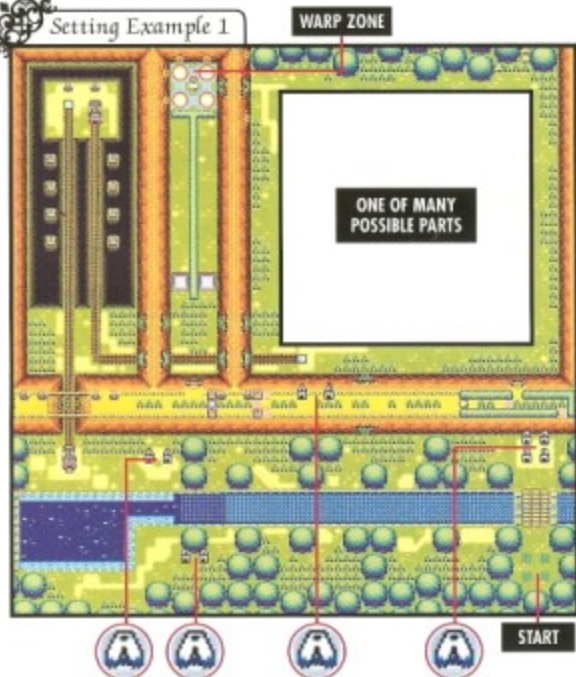


To whittle the gelatinous creature down to nothing, position one party member on either side of the creature, then bat it back and forth with your swords. If you do so quickly, the creature won't have time to regenerate.



The bizarre foes with ears that protrude far from their bodies have little to fear from a single player's attack. But if each of two players grabs an ear and pulls, the critter will split apart and dump its innards all over the lawn.

### Setting Example 1



### Setting Example 1: The River & the Handcart

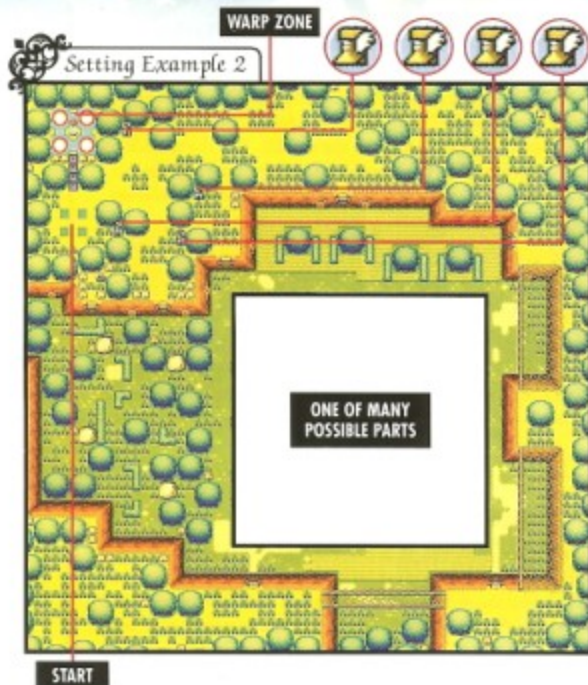
In just one example of the many dungeon settings that might appear during your Sea of Trees explorations, you'll enter a dungeon that contains two major features: a raging river and a handcart that won't move without two operators. To get to the warp zone that leads onward, you'll need to tackle both obstacles—and also face the random dungeon part that will be dropped in.



To cross the river, you must find and use the Roc's Cape, which will let you soar over the river rapids. Then to operate the handcart—which will open the train-track door—you must convince another player to join you on the handcart.



When faced with a field of plants, hack away—you might discover a well-hidden switch.



## Setting Example 2: Overgrown Hills

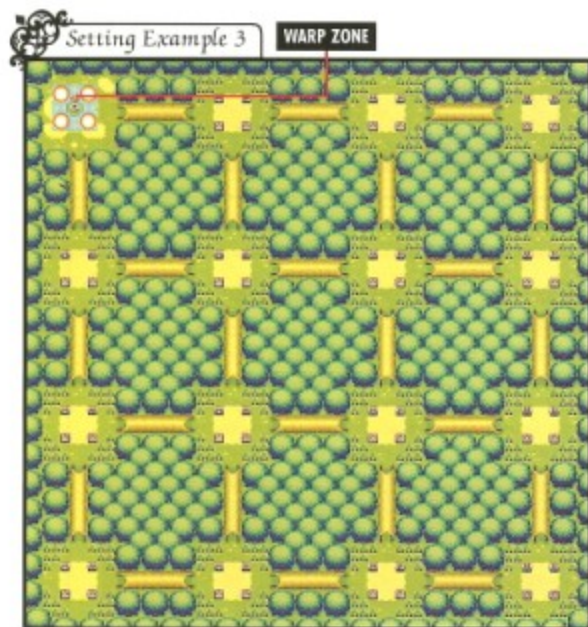
In another setting you might encounter, you'll find your party on the hills that overlook a clearing. Most of the acreage is covered with plants—and many essential items such as keys are hidden in the foliage. Collect the Pegasus Shoes so you can dash through lines of plants, cutting through whole tracts with your blade as you run. You'll make far shorter work of the hack-and-slash job.



The Pegasus Shoes can help you find treasure chests obscured by the grass. They also allow you to dash into trees, shaking loose hidden objects.



In this setting, if you play with a party of four adventurers, you'll need to find four keys to access the warp zone.



## Setting Example 3: Woodland Maze

Some settings are complete unto themselves—they don't require that a random part be placed in their midst. The woodland maze is one such monstrosity. No matter how many times you venture into the woodland maze, you'll be disoriented because the starting location changes each time. The warp zone—and its single Heart Container—is always in the northwest corner.



There aren't many obstacles that demand teamwork, so the woodland maze devolves into a player free-for-all. Grab as many Rupees as you can!



Because the warp zone is always in the northwest corner—and it's never locked up—you can focus on treasure-hunting tactics and worry less about finding the way out.

### Part Example 1

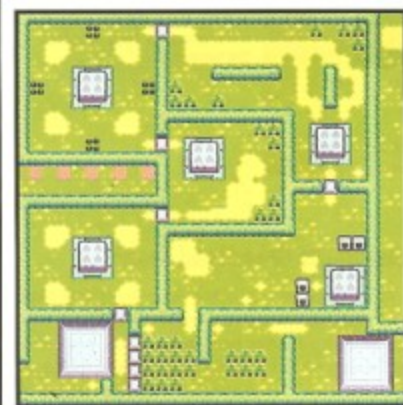


### Part Example 1: Sylvan Demolition Derby

To enter the clearing, use the Pegasus Shoes to dash up the steep entrance. Players must step on the activation switch, which makes the crystal appear and releases the shelled foes. Carry the crystal to another pedestal to gain access to the shields. Use the shields to upend and destroy all of the foes, which will open the passage out. Carry the crystal to the outside pedestal to complete the challenge.



### Part Example 2

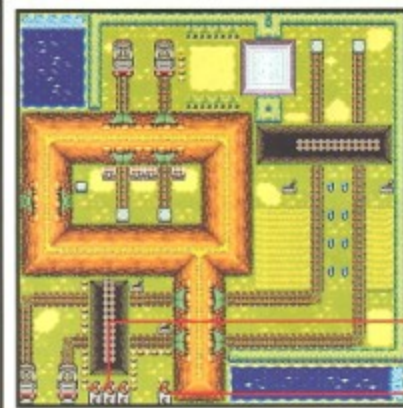


### Part Example 2: Monstrous Forest Zoo

All players must join in to push the massive entry block out of the way. Once inside, players must step on the first stone activation switch to reveal the shields, which releases a first wave of enemies. Proceed through the sections, stepping on the switch in each area to release a different kind of creature—unless all hedge-area foes are destroyed. Chests will then appear on the blue tiles.



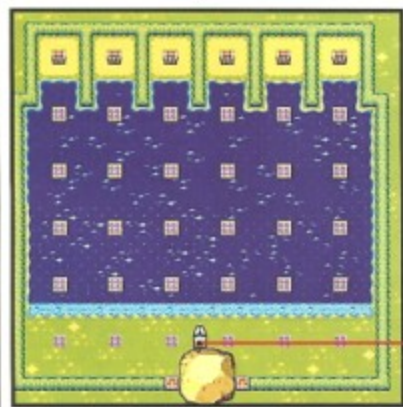
### Part Example 3



### Part Example 3: Woodland Railway

To operate the handcart, two players must work together and hop on the ends of the track handcart, then push their A Buttons in a coordinated way to move the cart forward. The track will be out in two places. Grab the boomerangs near the first handcart, then hurl them against the switches to turn the tracks into position. Ride the rails to the end of the network to complete the mission.





### Part Example 4: Frantic Bumper Pond

Players must cooperate to move the boulder that blocks the pond entrance. Don't waste time wrestling with other players to claim the nearby Roc's Cape. The cape doesn't help you beat the challenge. When you step on a tile, it will flip you in a random direction. With luck, you'll eventually be flung to one of the chests on the far side. Open them all to complete the pond mission.



### Part Example 5: Extreme Rebound Sports

To enter the challenge area, players must stand on the stone tile to open the upper passage—which also drops several orange balls onto the play field. If you touch one, you and the ball will bounce off each other in opposite directions. Drive the rebounding ball to the hole in the northern end to score lots of Rupees. If players drive in all of the balls, a treasure area will open.



## The Sea of Trees Boss

The cabbagey creature at the end of the Sea of Trees is as difficult as the most evil Legend of Zelda bosses—if only because you must use teamwork to beat it. Each player must first strike at the fanged, whirling head that matches the color of his tunic. The

creature will expose new weak sides. When the foliage freak displays its vine-handles, players must grab them and pull them—then the multicolored blossom will appear. Players with like-colored tunics must strike it at the same time.





## Talus Cave

The frigid depths of Talus Cave contain endless chasms, dark caverns and problems that grow darker each time you probe the cave's depths. Talus Cave has many labyrinthine twists—we'll shine light on a few of its darkest corners.



### Slippery Slope to Endless Darkness

Talus Cave is filled with icy surfaces that turn simple spelunking into clumsy skating—especially across the thin bridges that span chasms. You'll encounter lots of underground challenges, such as massive boulders that you must heave out of the way to pass through a series of small rooms. The variety of cavernous calamities is nearly endless. Work as a team to break through Talus Cave, or you might find yourself on ice permanently.



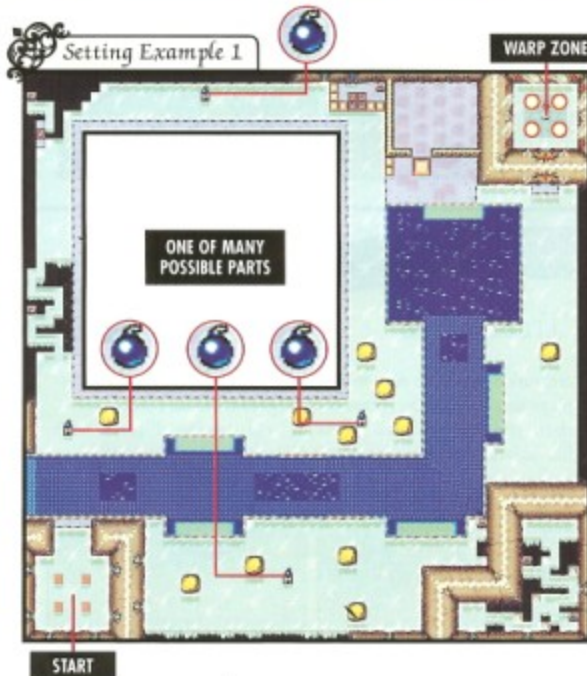
### Enemies of the Underworld



When swimming in the underground rivers, you'll encounter spiky foes that float in the water. Press the B Button to dive underwater, then quickly swim past the creatures.



When staring down a one-eyed goliath, pull out your bow and fire an arrow into its central orb. The monsters are usually drawn to one hero, so you might be on your own if one is on your tail.

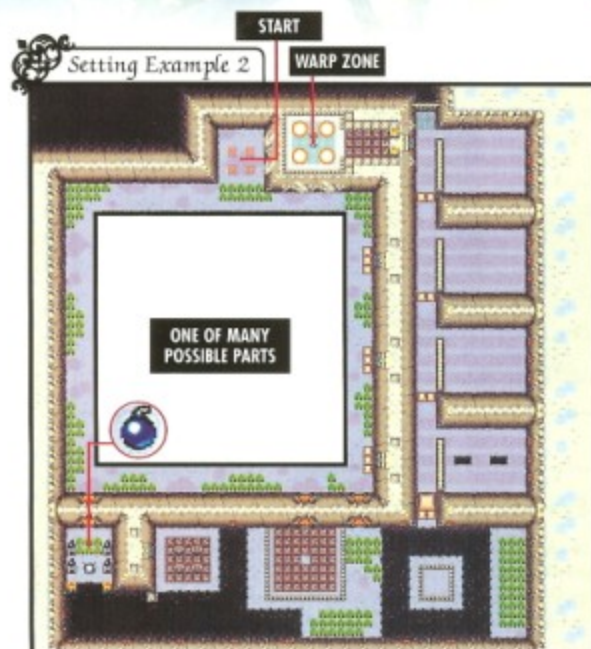


### Setting Example 1: Mammoth Ice Cave

It won't be hard to locate the dungeon part that's dropped into the gigantic ice-cave setting. Several challenges are on the sidelines of the cave. Convince others to help you pull up the massive boulders to reveal potential treasure—or to push aside the mighty block that bars passage into the northeast Rupee-treasure room. To claim lots of Rupees for yourself, go it solo on the ice bridges.



Even if you don't see any telling marks such as cracks on cave walls, bomb the walls—you might find a passage before anyone else does.

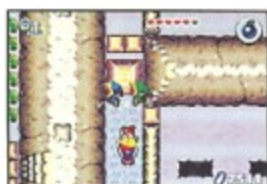


## Setting Example 2: Rock Compound

You'll need to navigate a chain of rooms and obstacles to reach the warp zone in the sprawling rock compound. But first you must enter the changeable dungeon part that's in the center to claim the key and enter the series of rooms that border the compound's south and east sides. Each new section that you clear will offer a solution to reaching the next one.



To clear the rock-filled chamber quickly, one player should throw bombs into the fenced-off area while another races around to open the exposed chests.



When battling up the east side, push the massive block until it moves no more—it will fall into place and unlock the next chamber. Defeat the foes within, then return to the block—you'll be able to move the block even farther north.



## Setting Example 3: Glacial Abysses

The glacial chasm is one of the settings that doesn't drop in a random dungeon part—it's far too labyrinthine already! To reach the warp zone, you must fight through a linear network of obstacles and chasms to reach the last few rooms, which are crammed with skeletons and frosty foes. You must defeat them all to open all of the passages that lead to the end.

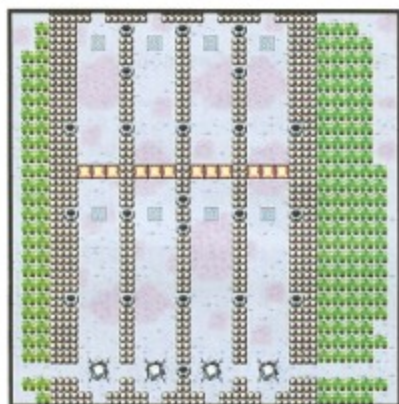


After sidestepping the energy-spewing braziers, hop onto a platform then step on its directional tiles to move the contraption across the chasms.



Enemies lurk under the subterranean plantlife. Watch out for their sudden appearance—they might bump you into the abyss.

### Part Example 1



### Part Example 1: Rich Rock Garden

When you first enter the dungeon part, stand on the multiple switches to reveal the crystal. Place the crystal on various pedestals to make Rupees and chests appear. Beware—some Rupees transform into snakelike creatures that attempt to ensnare you. Mow through the underground garden to find any treasure or keys in the underbrush.



### Part Example 2



### Part Example 2: Block Puzzle

In the block puzzle, you must push the massive blocks onto the decorated tiles to cause chests to appear on the platform. It's possible to push a block into an area that's too small for the number of heroes needed to push the block farther, so plan your pushing strategy carefully. In some cases, you won't be able to undo the damage that reckless pushing causes.



### Part Example 3



### Part Example 3: Magnet Chasms

To navigate the team through the chasms, players should grab the Magnetic Gloves near the entrance and use them to attract and drag other players across the small western chasm series. To cross the massive chasm, one player should throw another glove-wearing player onto the platform. Then the glove-wearing player can attract the left-behind hero onto the platform.



## Part Example 4



## Part Example 4: Bumper Abyss

Stand on the pressure plate to reveal a platform that you must ride across the chasms. Step on its directional tiles to direct its movement. Watch each player's position on the platform as you approach the bumper blocks—players who touch the blocks will be thrown into the chasm. Direct the platform to the end of the line, where the walkway leads to a final, fixed platform.



## Part Example 5



## Part Example 5: Team Demolition

To break through to the key that's encased behind thick block walls, you must throw many bombs at the walls. Getting the bombs there is the problem. One player must don the Gnat Hat then pass through to the inner chamber. Another player must grab the bombs, step onto the moving platform, then throw the bombs across the gap—within reach of the hat-wearing player.



## Talus Cave Boss

The puffy monster that dominates Talus Cave will crush you under its voluminous body and grind you into ice shards—unless your party acts as a team. Everyone must pick up the Pegasus Shoes, then dash against the creature until you push it into the body-chilling wall. After you hack its frozen body several times, it will make a final, frightening transformation. Color is key to its defeat.



If one of your party members skids into the ice wall and freezes, run over and whack the frozen hero with your sword. The blow will shatter the ice, and your companion will be ready to rejoin the fray.

The Talus Cave creature will change into a bulbous critter. Strike the bulb that's the same color as your tunic. Unfortunately, only other players can see which bulb's color matches yours, so everyone should speak up!

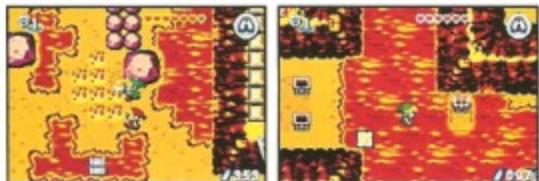
# Death Mountain

Lava lakes, fiery foes and wicked dungeons—the evils within the mountain are legion. Every trip to its inferno turns up the heat even more, so check out some searing examples of the tortures in store before you dare enter Death Mountain.



## Can't Stand the Heat?

Death Mountain holds some of the most vile challenges on the mainland. It also holds some major riches, some of which adventurers can hoard if they're willing to blaze a trail, get ahead and play in the most cutthroat way possible. Death Mountain pushes teamwork to the breaking point. But consider how far you're willing to go—there's always a massive boulder around the next corner. And no one likes a hothead.



## The Underworld's Crawling Creatures

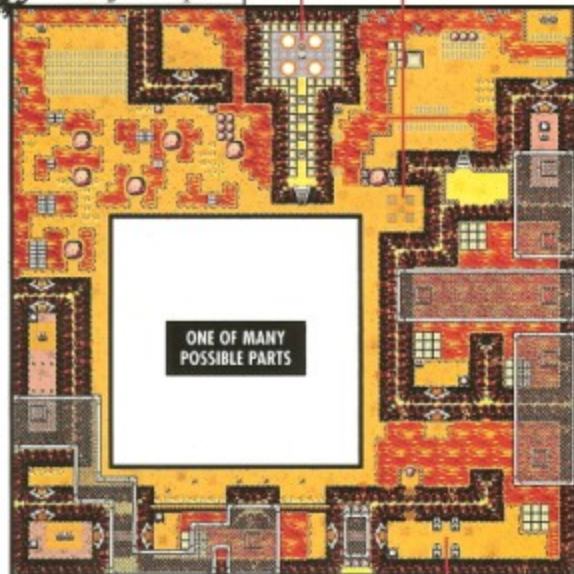


The critters that wear metal cones on their faces are nearly impervious to damage. Use the Magnetic Glove to pull the cone off a creature's face, then race at the creature and attack it with your sword.



If one of the Rupee-like snakes wraps a fellow player, come to the rescue—if you choose to—by hacking at the snake with your sword. After freeing your teammate, run for safety if the snake survives.

## Setting Example 1



## Setting Example 1: Lava Spill Chamber

Lots of treasure-filled challenges are around the sides of the massive chamber, but you won't be able to access many until you nab the Roc's Cape. With it, you can soar over some of the lava spills and jump onto the metal platforms. Solo heroes can make a bundle in the area, but some obstacles demand teamwork—especially those in the random dungeon part.



Step on the gray tiles to flip in a random direction. Hopefully, that direction won't be into the lava and instead toward safer ground.



While wearing the Roc's Cape, you can jump through metal panels to land on the upper platform. You can jump down through them again—but only when wearing the cape.



### Setting Example 2: Red-Hot Railway

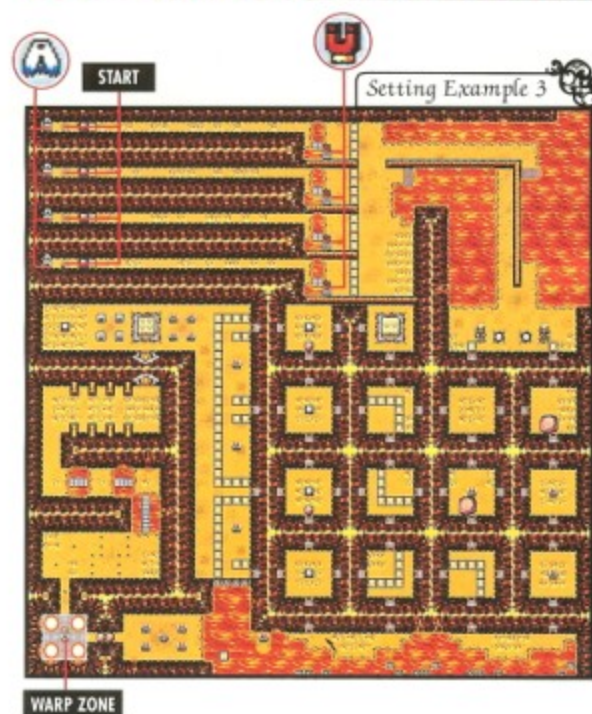
You won't get far in the railway setting of Death Mountain unless some of your party members are equipped with the Magnetic Glove. To grab the gloves, team up with another player, then throw your companion over the lava flow to where the gloves are. Using a combination of magnetic pull and hero-hurling, you'll be able to reach more sections of the lava-filled passages.



You can go it alone in some lava rivers—but not all of them. Team up with someone who has a Magnetic Glove, then cooperate to remove obstacles.

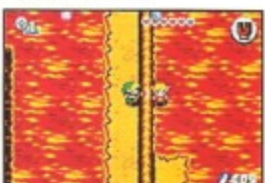
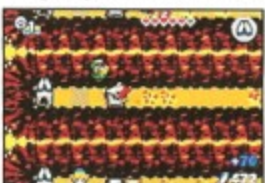


When you step on the big stone switch, a flame-headed foe may appear. Its fire attacks may set your pants on fire—if it does, you must run around until you extinguish the flame.



### Setting Example 3: Tag-Team Survival

Right out of the gate, you'll be pushed to your limits in the Death Mountain maze. You'll need to team up to navigate most areas. You simply won't be able to get past the lava pools without pairing up. And the boulder-strewn maze becomes less puzzling if you have other players around to help you clear the way. No random dungeon part is thrown in—it's way too lethal as is!



To escape the metal-beaked creature, grab the Roc's Cape then jump over the foe. Two heroes should wear Magnetic Gloves to navigate the lava obstacle.



Speedy contraptions will race out and hurt you if you cross through the hallway slowly. Strap on the Pegasus Shoes then dash through—you'll move faster than they can react.

### Part Example 1



### Part Example 1: The Rupee Express

To reach the far end of the dungeon part, two heroes must operate the handcart. Don't push the handcart too fast—your cart momentum may carry you into the gaps that appear when certain tracks rotate. At the far end of the track, players must step on the stone tile, which triggers a chain of Rupees to appear along the track. Hurry back to the handcart to begin your race toward riches.



### Part Example 2

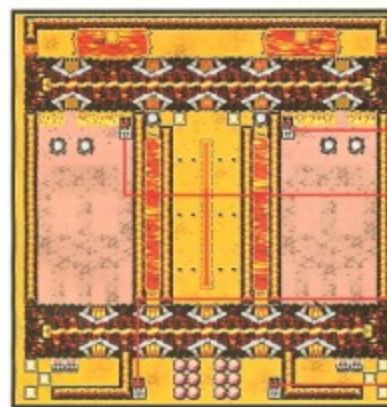


### Part Example 2: Riding the Lava Rapids

To open the final passage at the far end of the lava river, players must deliver the crystal from the entrance of the river to the pedestal near the river's end. One player must carry the crystal while others use arrows to shoot eye markers to open the fence that blocks the river exit. Players must also shoot arrows to destroy creatures that hover around the river.



### Part Example 3



### Part Example 3: Magnetic Maneuvers

At the entrance to the dungeon part, one player should grab the Magnetic Glove. Then heroes should clear away all of the rocks to find the door switch. Once inside, the gloved player should use the attraction and repulsion powers to drag the gloveless heroes through the entire area. When you reach the exit, the gloved player should visit the treasure chest in the northeast corner.



## Part Example 4

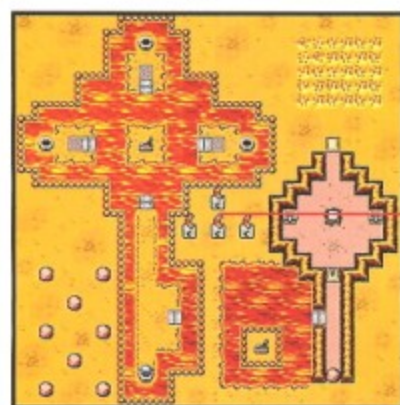


## Part Example 4: The Tiniest Terrors

After collecting the Gnat Hat, team up with other heroes to move the boulder that blocks the dungeon part entrance. Then shrink and run through the maze—you could be first to reach the treasure-chest room and amass the riches. Join with other players in the last room to step on the floor tile, which will trigger a shower of riches in the previous room. Run back to collect your fair share.



## Part Example 5



## Part Example 5: Lava Crossroads

To enter the walled-in crossroads, grab the boomerang and whack the island switch. A bridge that stretches into the interior will open. Once inside, hit the switch with the boomerang to open the crossroads bridges that lead north, west and east. Fetch the crystal and place it on all three pedestals to find Rupees and a key. Use the key to open the lock that leads to the treasure chamber.



## Death Mountain Boss

Use your sword and shield to slash and block the creature's flame attacks. To defeat the creature, the player whose tunic matches the color of its fireball must use a sword to swat the fireball back at the creature. Your foe will explode, recombine itself, then send out another

fireball attack. Use the same color-matching strategy. After the first player hits the fireball, it will change color. Then a second player—one whose tunic matches the new color—must swat the fireball at the flame creature. Repeat the steps until the foe falls at last.





## Vaati's Palace

After vanquishing the evil forces on the mainland, a diabolical surprise appears in the heavens. It's a floating palace where Vaati, the wind mage, rules from above. He doubts that you can defeat him. Prove the blowhard wrong.



### A Foul Stench in the Air

To enter Vaati's Palace, you'll need to have won a key from each of the mainland stages—the Sea of Trees, Talus Cave and Death Mountain. Once inside, you'll find dungeon constructions that put everything you've learned to the test. And, just like the wind, Vaati's Palace is ever-changing. Each time you enter, you'll find that the structure has changed into something even more treacherous.



### Foes in the Sky



When floor tiles pop up and fly toward you, block their attack with your shield. Eventually, the fiendish floor will run out of tiles and you'll be able to continue on your way.



Well-armored creatures patrol parts of Vaati's Palace. To break through their shells, strike with a spinning sword attack. At the very least, you might smack your foe off a palace ledge.

### Setting Example 1



### Setting Example 1: Divide and Conquer

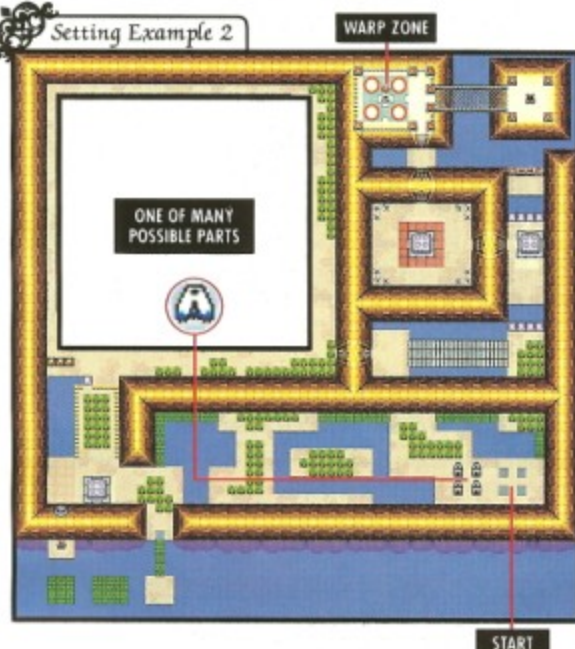
Players should nab the Roc's Capes to help them soar over gaps and reach metal-grating bridges. The random dungeon part contains the final key. Heroes must gather four keys, each in a bifurcated chamber, to unlock the area. To get each key, players must ensure that four pressure plates are pressed. When they are, heroes in half of the chamber will get the glory, while those in the other half will get grief.



When all plates are pressed at the same time, a key will appear in one half of the chamber. In the other half, floor tiles will fly toward nearby players.



## Setting Example 2



## Setting Example 2: The Favored Hero

Vaati knows that your main strength is team cooperation. So one of his palace's settings encourages divisiveness. One player will be able to see blocks that no one else can see—and get the treasure-hunting advantage. To reach the last stretch that leads to the warp zone, the team must put aside differences, break in to the random dungeon part and find its hidden key.

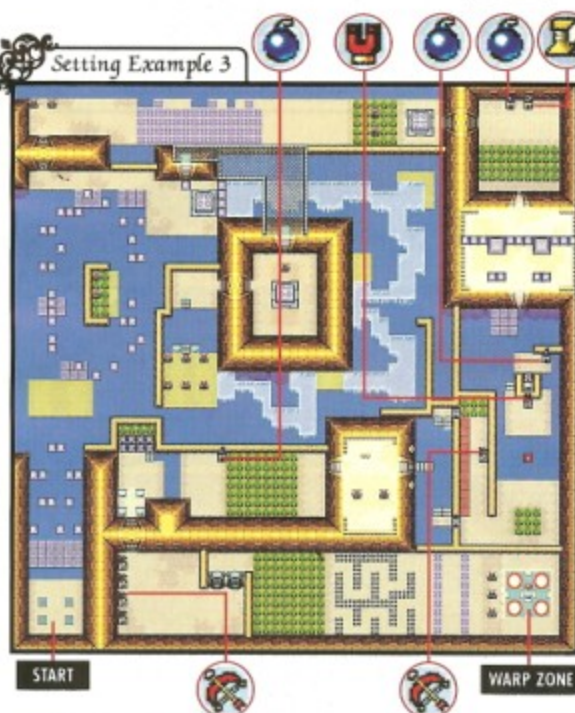


All players can walk on them, but only the player whose tunic matches the tiles can see the colored walkways, including the one that leads to hidden treasure.



After players join together to step on the large tile switch, a fan will turn on nearby. A player who wears the Roc's Cape can jump into the wind stream and soar much farther than usual, reaching the far ledge.

## Setting Example 3



## Setting Example 3: Every Trick in the Book

One of the settings in Vaati's Palace is so nefarious that its architecture is complete unto itself—no added dungeon part necessary. To reach the warp zone, all players will need to collect magical items and use them in innovative, cooperative ways. If your team's morale is low and you can't act as a unit, you might never get out of Vaati's Palace alive.

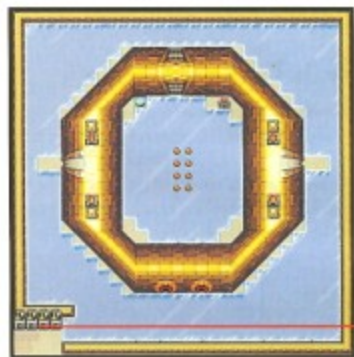


The platform that races through the floating blocks to the flipping-tile field is small, but multiple players can ride if one hero carries another.



To strike the eye fixture, one hero must use the Magnetic Glove to draw and hold a bow-equipped player over the gap. Then the second player can shoot and strike the eye to activate the bridge.

### Part Example 1



### Part Example 1: Tiny Tots and Big Bombs

To break through all of the crumbling blocks that bar passage through the random dungeon part, one hero must use the Gnat Hat to access new areas while another throws bombs across gaps to the first hero. The first hero must hurl them at the blocks before they explode. Swat the exposed switch to open the bridge.



### Part Example 2



### Part Example 2: Multicolored Mayhem

Colored tiles fill the dungeon part, and only the player whose tunic color matches the tiles can walk on them. To progress through the passages, the matching-color hero must grab another hero, walk as far as he or she can, then throw the second hero onto distant tiles that are the same color as the second player's tunic.



## Vaati, the Wind Mage

The climactic struggle to defeat Vaati, the wind mage, demands that all heroes be involved for the long haul. To vanquish Vaati, players must throw bombs into his wind vortex, then detonate them when they rise near his main body and before he hurls them away. When he falls, strike him with your sword. He may rise and fall on the winds a few times, but eventually you'll ground the powerful mage—but he has one more cyclonic trick up his sleeve...





Those who have proven themselves by defeating the bosses in both *The Legend of Zelda: A Link to the Past* and *Four Swords* will find the way to the Palace of the Four Sword. You must claim four blades from four bosses—then fight the strongest foes of all.

## The Pyramid Holds a Secret Palace

After you've defeated the bosses of both games, Palace of the Four Sword will open for you. Look for a small opening on the right side of the Pyramid. Drop to the ledge near the hole, and enter it. Pay the creature at the door 20 Rupees to enter. If you can beat the Palace of the Four Sword, you'll see a new ending and earn a new sword move.



**IF (WEST)**

### Speedy Swimming

Enter the dungeon and take the first left door to appear in room E1. Light the torch on the left using the Fire Rod to stop the water's fast current temporarily. Swim quickly to the other side—dive when the traps pass by.



## 2 Arrghus, Renewed

Arrghus has surrounded itself with a new enemy barrier. Use the Hookshot to draw the smaller enemies off Arrghus. Strike the separated enemies with your sword, but swing carefully—their electric charges are painful. When you've defeated all the smaller enemies, Arrghus will jump and spin around the room, creating bubbles. Attack with your sword and use whirling blade attacks.



## IF (EAST)

### 3 Strategic Stance

Use the warp tile in B1 to reach the dungeon hub. Enter the first right-hand door to appear in room E4. Fight near the center of the right wall, as shown in the right. Use arrows or the Hookshot to defeat all the enemies, then enter the upper door.



### 4 Crystal Switch Choices

You must hit the crystal switch twice in room D4. Use any projectile weapon, such as the boomerang, to hit the switch the first time. Push the blocks out of the way and defeat the enemy. Create a block with the Cane of Somaria, then throw the block onto the conveyor belt. Destroy the block with the cane to hit the switch again.



## 5 Here Comes the Helmasaur King

Break the Helmasaur King's mask with bombs or the Magic Hammer. When the boss spits out smaller enemies, defeat them with arrows. Once the mask is destroyed, hit the Helmasaur King's center eye with your sword. The mask will regenerate. Destroy the mask again, and hit the center eye the second time with arrows.



## BI (WEST)

### 6 Icy Battle

After the battle, use the warp tile in B4 to return to the dungeon hub. Go down the B stairs to room J6. Walk onto the ice floor and defeat all the enemies, then go through the lower-left door.

### 7 Star Switch Maze

There is a door switch under the skull in the lower-left corner of the room. Carefully move to the switch. Use the Cane of Somaria to place a block on the switch, then go through the upper door.



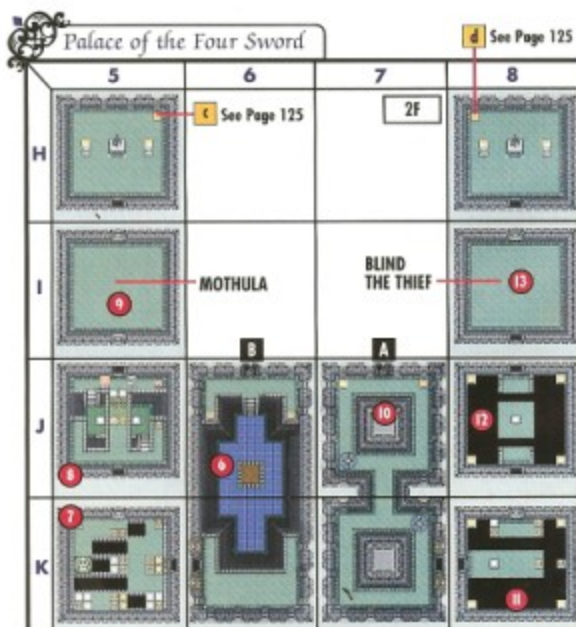
### 8 Switch Tricks

In room J5, use the boomerang to hit the switch so that it's blue. Use the Cane of Somaria to create a block, and throw it up so that it lands on the switch. Stand in the upper-left corner and use the cane again to hit the switch.



### 9 Mothula Triplets

Mothula will create two clones of itself when the battle begins. The only way to identify the real Mothula is by seeing what happens when you hit it—the fake Mothulas will turn into bees. Mothula will summon two more decoys if you defeat the first two. Use a Fire Rod or your sword to defeat the real Mothula.



## BI (EAST)

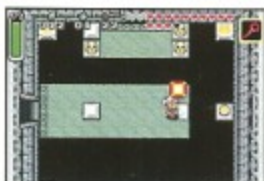
### 10 Protect Your Shield

Warp from H5 to the dungeon hub. Go down the A stairs to room J7. Lurking in the darkness are shield-eating monsters. Walk along the right wall in room J7 and along the left wall in room K7 to avoid the Like Likes. Defeat all the enemies.



### 11 Toss a Magic Block

Shoot skull blocks in room K8 with arrows to find a switch on the far-right wall. Equip the Cane of Somaria and create a magic block. Pick up the magic block and throw it across the gap, onto the switch. If it doesn't land well, try again. Repeat the process with the top-left skull.



### 12 Bounce Back

Enter room J8 and defeat all the enemies. Hookshot onto the center platform, then face the center block with your back to the upper door. Dash against the block to be bounced back onto the platform with the door.



### 13 The Imposter, Blind

Blind is disguised as your uncle in room I8. Hit Blind with your sword until its head begins flying around the room. Knock its head into its body. Hit the body again—two heads will appear. Hit the body with both heads then hit the body again to make three heads appear. Hit the body with all three heads to defeat Blind. Use the warp tile in H8 to return to the dungeon hub.



## IF (NORTH)

### 14 Dash of Faith

An invisible path connects the doors in rooms C3 and B3. Place Link's back to the lower door and dash straight across. Use Ether if you'd like a glimpse of the invisible walkway.

## Four Dark Links

Link enters the final room of the Palace of the Four Sword, and the mysterious sword rises into the air. The sword splits into four pieces, creating four Dark Links. One by one, Link must defeat his shadow images.



#### 1st Link

The first Dark Link wears a green outfit and is the easiest of the four. Attack the first Dark Link with your sword or a whirling blade attack after he finishes a dash attack.



#### 2nd Link

The second Dark Link wears an orange outfit. He uses a dash attack and a Hurricane Blade attack. Attack him from behind when he performs a Hurricane Blade attack.



#### 3rd Link

The third Dark Link wears a blue outfit and uses a jump attack, thrusting his sword into the ground. Move out the way when he performs his jump attack, then quickly strike from behind.



#### 4th Link

The fourth Dark Link wears a purple outfit and is the toughest of all. He possesses the same special moves as the first three Dark Links, plus he can shoot fire from his sword. Hit him with your sword after he jumps or performs a fire attack.

# Lumberjack's Riddles

The lumberjack in the Light World loves to create riddles and will reward anyone clever enough to solve them. Link can learn a new sword move and earn three decorations for his home. After you collect the cuckoo, the fish and the squirrel, the lumberjack will make a carver's statue for Link and deliver the items to Link's house.



## Learn a New Sword Technique

Once you've collected 10 medals in Four Swords, the lumberjack's riddles event will be unlocked in A Link to the Past. Talk to the lumberjack in A3 of the Light World to begin. You must have the Bug-Catching Net, Magic Powder and the Pegasus Shoes. The lumberjack will teach Link a new powerful sword move called the Hurricane Blade attack as a reward for solving all 10 of his riddles. Charge your sword and tap B to perform the move.

### 1 Cuckoo

The first of the lumberjack's riddles sends Link searching for a cuckoo. Find a cuckoo in the Kakariko Village area. Swing the Bug-Catching Net near a cuckoo to catch it and place it in your basket.



### 2 Sand Crab

After you take the cuckoo to the lumberjack, he'll send you for a sand crab. Begin your search near Zora's Waterfall or the east side of Lake Hylia. Take your catch to the lumberjack.



### 3 20 Rupees

Next, the lumberjack wants Link to find something red and shiny. A 20-Rupee piece is just that. Search high and low for a sparkling stone. When you find one, slash it rapidly with your sword and scoop up the 20 Rupees.



### 4 Fish

The lumberjack's fourth riddle asks Link to find something fresh and moist. Travel to the Swamp Ruins and pull the right lever inside to lower the water. Go back outside and catch the fish flopping around on dry land.



### 5 Octoballoon

Journey to the southeast corner of Lake Hylia to find the solution to the fifth riddle. Look for the large red monster. When it explodes into Octoballoons, sweep one up with your net and take it to the lumberjack.



### 6 Slime

Get your pouch of Magic Powder ready—you'll need it for the sixth riddle. Find a creature with a shrub on its back and sprinkle Magic Powder on it. When the creature turns into a yellow Slime, catch it with your net.



### 7 Squirrel

What likes to eat nuts in Hyrule? Squirrels of course! Enter the Lost Woods and go to the grove where the Master Sword was. When a squirrel darts by, quickly scoop it up and place it in your basket.



### 8 Fake Master Sword

Enter the Lost Woods and catch any of the Fake Master Swords with your Bug-Catching Net. Return to the lumberjack to receive the next riddle. The many Fake Master Swords in the Lost Woods finally have a purpose.



### 9 Apple

Dash into an apple tree to find a juicy, red apple. See page 100 for tree locations. Catch one of the scrumptious fruits in your Bug-Catching Net and gather the rest for yourself. Return to the lumberjack for the last step.



### 10 Cukeman

The tenth riddle is the most cryptic one yet. Search for the green foes near the Magic Shop and sprinkle them with Magic Powder. When one changes form, catch the Cukeman and return to the lumberjack for your prize!



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